

**Unofficial GameSpot Game Guide:**

# **COMMAND & CONQUER RED ALERT 2**

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## Introduction

The conflict between the Allied nations and the Soviets is back in Westwood's Command & Conquer: Red Alert 2, the sequel to its original real-time strategy hit and the next game in the Command & Conquer universe. The game opens with the Soviets very much recovered from prior battles: They have amassed a large force of ground troops, tanks, and Kirov airships and have invaded American soil.

The Allies enlist the help of Special Agent Tanya, an elite commando, and call on the European nations for assistance. Meanwhile, the Soviets employ mind-control technology, with the help of the mysterious Yuri, to keep the Allies under control. Can the Allies turn the tide in what appears to be a hopeless battle against overwhelming odds?

Inside this comprehensive Command & Conquer: Red Alert 2 game guide, you'll find:

- **Allied Strategies:** Search this section for tips on guiding the Allied countries in single- and multiplayer warfare.
- **Soviet Strategies:** This section includes strategies for leading the Soviet countries in single- and multiplayer games.
- **Allied Unit Statistics:** Head here for the list of Allied units and corresponding statistics, including cost, strength, speed, sight, weaponry, armor, and veteran and elite abilities.
- **Soviet Unit Statistics:** You'll find the list of Soviet units here along with statistics for each unit.
- **Allied Structure Statistics:** This section includes the complete list of Allied structures and relevant statistics, including cost, strength, power requirements, sight, and armor.
- **Soviet Structure Statistics:** Head here for the list of Soviet structures and corresponding statistics.
- **Allied Campaign Walk-Through:** This section includes the complete walk-through for the 12 missions that compose the Allied campaign. Each mission walk-through contains a mission briefing, objectives, and a detailed combat solution.
- **Soviet Campaign Walk-Through:** This section features the complete walk-through for the 12 missions that make up the Soviet campaign.







## Chapter 1: Allied Strategies

This section covers strategies specific to the Allies in Westwood's real-time strategy game Command & Conquer: Red Alert 2. As in the original Red Alert, the Allies in Red Alert 2 require more finesse than the Soviets and don't have quite the brute force. The Allies have their power, though, namely an impressive air force and the frightening ability to chronoshift units into an enemy base.

### The Multifaceted Infantry Fighting Vehicle

The Allies' infantry fighting vehicle, or IFV, works well as an offensive unit in its default mode. It fires a "hover missile," which can strike ground and air targets. The IFV can hold one unit, and its weapon and ability vary depending on the unit inside. Place a GI in an IFV, and you have a well-armored GI with an excellent infantry-killing weapon. Keeping a GI-equipped IFV in your group when you face the hordes of Soviet conscripts, which are cheaper and faster to produce than Allied GIs, helps keep the tide of battle in your favor.

An engineer in an IFV becomes a mobile repair unit, which is extremely useful during key battle situations where every unit counts. Repairing damaged prism tanks after a battle could give you a huge advantage going into the next fight or during a base assault. Putting a Navy SEAL (or Tanya) inside an IFV is almost unfair - it makes for an extremely effective infantry-killing machine. Most multiplayer games eschew infantry after the opening moments, so don't expect these infantry killers to be effective for long. But it's an excellent way of ushering a SEAL or Tanya into an enemy base unharmed to start detonating buildings. British snipers are also effective infantry killers inside an IFV, but they lack the SEALs' ability to detonate buildings.

### Prism Tanks, Prism Tanks, Prism Tanks

Prism tanks are extremely powerful though quite fragile. You'll have a lot of success in prism tank attacks against miners or Soviet structures, but expect to have a tough time against heavier Soviet tanks. Support the prism tanks with grizzly tanks to assist against heavy armor. Chronoshifting a group of prism tanks into the heart of an enemy base can be devastating to the enemy?

Erect a spy satellite so you can observe the enemy and look for weak areas without defensive tesla coils or units. Teleport the prism tanks in and annihilate key buildings. The battle will be a suicide run, but it could mean the difference between victory and





defeat in a close war. Allied mirage tanks are unique, with their ability to cloak, but you'll find the prism tank the better offensive unit for the cost.

## Maximizing Prism Tower Potential

As you will learn during one of the single-player missions, prism towers can be placed in close proximity to one another to increase their power. This is similar to the way the Soviets can place tesla troopers adjacent to tesla coils to increase the power of the defensive structure. Careful placement of prism towers can increase their potency 150 percent. Use the map's landscape to your advantage when forming your base. Leave only a few available entrances and defend these with a few prism towers in close proximity to one another to increase their power.

## Exploiting Air Power and Defending Air Power

One advantage the Allies have over the Soviets is their air power. The air force command center can support four harrier jets. The harrier jets are even more powerful in larger groups, which requires additional air force command centers. The Koreans boast the most-powerful harrier jets: the black eagles. The Soviets possess several means of antiair defense, including flak troopers, flak tracks, flak cannons, and even the sea scorpion. Erect a spy satellite and locate weak areas on the Soviet base. Bombard these with harrier jets.

You can even survive some antiair defenses if the defenses are spread apart. If flak cannon defenses are light, consider eliminating them first, which requires approximately four to five harriers, then follow up with a second attack. Aircraft carriers can also pound land targets with their onboard hornet jets. They're quite weak, though, and will fall quickly to antiair defenses. Scout your opponent early and decide whether to use your air force. If antiair is heavy, forgo an air force for ground units and superweapons. Also keep in mind you may only have one or two assaults before your opponent erects capable air defenses. Go for critical, expensive structures first, such as the construction yard, the ore refinery, or the war factory.

And then there's the problem caused by Soviet Kirovs. These blimps are much more durable than they appear. To make matters worse, the Allies aren't exactly overflowing with effective antiair defense. Scout the enemy and keep an eye on the units produced. To survive a Kirov attack, you'll need patriot missiles, IFVs, and rocketeers. You may also need sufficient ground forces to eliminate any Soviet flak units protecting the Kirov.





## Implementing Chronosphere Attacks

If a multiplayer game has lasted long enough to get the chronosphere online, be prepared to defend it heavily against Soviet assault, possibly even an iron curtain assault. You should erect a spy satellite before you use the chronosphere. Not only will you be able to spot weak areas of your opponent's base, but you will also be able to detect if your opponent has sent an offense to deal with your new creation. Use the chronosphere as soon as it's ready because you never know when you won't be able to use it any longer, especially against an aggressive enemy who fears its possibilities.

Chronoshift a group of prism tanks in the center of a group of structures. Don't let them fire on their own, though. Assign them to an attack group and pull them up quickly. Concentrate all their fire on a single structure (construction yard, refinery, war factory) to create some problems. You can also chronoshift in a few IFVs with engineers or spies. Unload them and send them inside a critical building to cause additional nightmares.

## Allied Unique Units

In multiplayer mode, each country features a unique unit.

**Great Britain:** Sniper (Cost: 600) - The sniper is excellent at terminating enemy infantry from a distance but is highly susceptible to crushing vehicles. Plus, in long multiplayer games, vehicles and special weapons take precedence over infantry, which reduces the need for the sniper.

**America:** Paratroopers (Cost: Free) - The Americans periodically receive paratroopers, as you would if you captured a tech airport. Free, additional troops really add up and make the Americans something special. When using the paratroopers, look for vulnerable areas of the enemy's base where you can drop a sneak attack.

**France:** Grand Cannon (Cost: 2000) - The grand cannon is expensive and tough to use effectively, and an aggressive opponent can quickly overrun it.

**Germany:** Tank Destroyers (Cost: 900) - Tank destroyers are good in combination with prism tanks. They help offset the Soviets' heavy tank armor advantage.

**Korea:** Black Eagle Jets (Cost: 1200) - A black eagle jet costs the same as a harrier but packs a greater punch. It's definitely a must-have against a weak air-defense player.







## Chapter 2: Soviet Strategies

The Soviets are brute force and high numbers. Their heavy tanks and fast-producing infantry units make them tough to overcome. Heavy air defenses give them nice protection against Allied air assaults, and the powerful Kirov blimp is one of the most powerful units in the game if used correctly. This section details some strategies for playing as the Soviets in single- and multiplayer games.

### The Mighty Kirov

The Kirov airship, which requires you to build a war factory and a battle lab, is one of the most devastating units in the game, especially if ignored by your opponent. It takes heavy antiair defenses to take one down. Though the Kirov moves slowly, if you can get one attack run on an unprepared enemy, that's likely the end of the game. A Kirov can survive air defense for a small amount of time, but it's wise to group one or two Kirovs or send in a diversionary ground force to eliminate the air defenses.

The Allies especially have a tough time against the Kirov. If you're playing as the Americans, your best defense is to use rocketeers early and intercept the Kirov en route. Expect the Soviet player to accompany the Kirov with flak troopers and tanks. Take these out with infantry and tanks. Kirovs are expensive, so knocking one out of the sky is a monetary setback for the Soviets. If you're playing as the Soviets, you should guard the Kirov carefully. You can also use the airship in large fights, though it moves so slowly it would be tough to maneuver the Kirov and pinpoint bomb drops with precision.

### Demolition Trucks!

Libya's unique unit, the 1500 resource nuke truck, is a devastating weapon that can lay waste to several structures in a single blast. If your opponent isn't paying attention, it's possible to rush to demolition trucks (build requirements include a war factory and battle lab) and use one, along with a diversionary group of conscripts and tanks, to sneak into the opponent's base and hit the construction yard or, perhaps better, the war factory and refineries. Cripple your opponent, then follow up the demolition truck attack. You can also use the nuke truck in large battles, though your own units will be affected in the battle.

Expect your nuke-truck rush to be followed by a rush from your opponent. Rushing nuke trucks means you likely don't have an adequate defense and you've left yourself





vulnerable. After the first truck, start pumping out conscripts and tanks to give yourself a fighting chance if the truck fails to deliver the crippling blow.

## Counter Rushes With Heavy or Very Small Weaponry

The Allied GI is stronger than the Soviet conscript, but the Soviets can produce more conscripts faster and at a lower cost. The Soviet rhino, however, is more powerful than the Allied grizzly, and the differences are balanced by the cost. Counter the Allied cheaper tanks with bruising tanks of your own. Each country should deploy its unique unit to assist in the battles. For instance, the Iraq desolator is supreme against enemy infantry, and Russia's tesla tank is one of the more devastating units in the game.

Remember that even though the Soviets are at a moderate infantry disadvantage, with the help of the cloning vats, you can maintain nearly a three to four to one advantage (in terms of numbers and relative strength) over the tougher GI. Numbers are extremely important, as are power and strength. In long games, the Soviets can take advantage of the cloning vats and produce more units in less time. The Allies counter with the ore processor, which provides additional resources for all ore gathered - but it's not quite the same as instantly receiving free units!

Don't neglect the usefulness of a pack of terror drones. The units are hard to attack and can rip through enemy infantry and tank groups in a matter of seconds. Don't lead with the terror drones, or enemy infantry will target them, even if the player isn't paying attention! Lead into battle with other units and follow with the terror drones. The leaping and quick attacking action of the drones should provide a numbers advantage, ensuring victory in a closely contested battle. Sneak terror drones inside enemy miners to be annoying.

## Iron Curtain and the Nuke

The Soviets' superweapons are, as you might expect, extremely powerful. Use the iron curtain to turn a unit or group of units invulnerable for a short period of time. A group of invulnerable terror drones can lay waste to groups of infantry and tanks in a matter of seconds. Activate the iron curtain just as the attack begins to give you the advantage.

The nuke can't be defended, except by smart base placement and the use of multiple structures. If you possess a nuke silo, be on the lookout for spies, which can reset the timer, and expect to be attacked! Target the enemy wisely once the nuke is ready. Bombard critical structures or even a group of units to pave the way for your own attack. It may be wise to bombard a group of anti-air weaponry just so you can move a Kirov group in for the kill. The nuke alone might not devastate your opponent, but a carefully planned follow-up attack certainly will!





## Naval Bombardment

The Soviets can reign supreme on naval maps as long as you keep naval fleets mixed and well protected. Using dreadnoughts alone is asking to be killed. You need all ship types to protect your naval bombardment fleet. Sea scorpions provide antiair defense against harriers, rocketeers, destroyer copters, and aircraft carrier hornets. You'll need many scorpions to ensure survival. Also use subs to down destroyers quickly and battle dolphins. Finally, use a couple of squids to take down carriers and pesky destroyers.

As mentioned, clear dolphins with your subs to ensure the squids' survival. Now your dreadnoughts can bombard land targets without interruption! Your opponent will likely adjust once you gain control of the sea. Don't expect a naval bombardment to win you the game against an experienced player.

## Soviet Unique Units

Choosing the Soviet side in a multiplayer game also means selecting a specific country with its own unique unit.

**Libya:** Demolition Truck (Cost: 1500) - A demolition truck is a nuke packed up in a fragile truck. Libya's demolition trucks are powerful and can lay waste to an unobservant player. If you're playing against Libya, expect demolition trucks early and often. Scout well and detonate them away from your base. Attempt a counterattack if you survive, particularly if the Libyan player is forgoing base defense for nuke trucks.

**Iraq:** Desolator (Cost: 600) - This infantry unit fires a radiation weapon that fries infantry in a single burst. A special weapon mode can be used to irradiate land, which is particularly useful in a large firefight or against incoming infantry. Don't expect an opponent to fall for it too often, though. Mix desolators in with your infantry to give yourself an advantage in infantry-to-infantry battles.

**Russia:** Tesla Tank (Cost: 1200) - This is essentially a mobile tesla coil and is akin to the Allies' prism tank. Tesla tanks are very powerful and should be mixed in with the Soviets' already powerfully armored tank force to pummel Allied units and defenses.

**Cuba:** Terrorist (Cost: 200) - Terrorists are inexpensive but difficult to use. It's hard to get terrorists into an enemy base. A flak track drop could work, but you'll need heavy distraction with additional ground forces. Plus, you must plan ahead and seek out vulnerable areas of the enemy base before you attack if you want to succeed.





## Chapter 3: Allied Unit Statistics

**T**his section reveals unit statistics for all the Allied units, including the multiplayer unique units.

**Cost:** Indicates the amount of resources required to produce the unit.

**Strength:** The unit's strength and ability to sustain damage.

**Speed:** The unit's speed; the higher the number, the faster the unit.

**Sight:** The unit's sight range; the higher the number, the farther the unit can see.

**Armor:** The unit's armor strength.

**Weapons:** The unit's primary and secondary weapons, if applicable.

**Veteran Abilities:** The abilities the unit receives upon reaching veteran status.

**Elite Abilities:** The abilities the unit receives upon reaching elite status.

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
GI	200	125	4	5	None	Primary: M60 Secondary: Para	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
British Sniper	600	125	4	8	None	Primary: AWP	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Engineer	500	75	4	4	None	Primary: Defuse Kit	None	None
Rocketeer	600	125	8	9	None	Primary: 20mm	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Navy SEAL	1000	125	5	8	Flak	Primary: Mp5 Secondary: Sapper	Increased strength, firepower, rate of fire, sight, speed and scatter ability.	Increased strength, firepower, rate of fire, speed. Self-healing.





### Allied Unit Statistics, cont.

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
Tanya	1000	125	5	8	Flak	Primary: Double Pistols Secondary: Sapper	Increased strength, firepower, rate of fire, sight, and scatter ability.	Increased strength, firepower, rate of fire. Self-healing.
Chrono Legionnaire	1500	125	N/A	8	None	Primary: Neutron Rifle	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Attack Dog	200	100	8	9	None	Primary: Teeth	Increased strength, firepower, rate of fire, sight, speed and scatter ability.	Increased strength, firepower, rate of fire. Self-healing.
Spy	1000	100	4	9	Flak	Primary: Makeup Kit	None	None
Chrono Commando (Allies infiltrate Allied battle lab)	2000	100	5	8	None	Primary: Chrono Mp5	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Psi-Commando (Allies infiltrate Soviet battle lab)	1000	100	5	8	None	Primary: Mind Control	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Dolphin	500	200	4	8	Light	Primary: Sonic Zap	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Aegis Cruiser	1200	800	4	8	Light	Primary: Medusa Missiles	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Aircraft Carrier	2000	800	4	7	Heavy	Primary: Hornet Launcher	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Destroyer	1000	600	6	7	Heavy	Primary: 155mm Secondary: ASW Launcher	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Chrono Miner	1400	1000	4	4	Medium	None	None	None
Grizzly Battle Tank	700	300	7	8	Heavy	Primary: 105mm	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Mirage Tank	1000	200	7	9	Light	Primary: Mirage Gun	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Infantry Fighting Vehicle	600	200	8	10	Light	Primary: Hover Missile Secondary: Variable	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.





### Allied Unit Statistics, cont.

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
German Tank Destroyer	900	400	5	8	Heavy	Primary: SABOT	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Prism Tank	1200	150	4	8	Light	Primary: Comet	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Harrier	1200	150	8	14	Light	Primary: Maverick Missile	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire.
Nighthawk Transport	1000	175	7	14	Light	Primary: Blackhawk Cannon	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Korean Black Eagle Jet	1200	200	8	14	Light	Primary: Maverick Missile 2	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire.







## Chapter 4: Soviet Unit Statistics

**T**his section reveals unit statistics for all the Soviet units, including the multiplayer unique units.

**Cost:** Indicates the amount of resources required to produce the unit.

**Strength:** The unit's strength and ability to sustain damage.

**Speed:** The unit's speed; the higher the number, the faster the unit.

**Sight:** The unit's sight range; the higher the number, the farther the unit can see.

**Armor:** The unit's armor strength.

**Weapons:** The unit's primary and secondary weapons, if applicable.

**Veteran Abilities:** The abilities the unit receives upon reaching veteran status.

**Elite Abilities:** The abilities the unit receives upon reaching elite status.

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
Conscript	100	125	4	5	Flak	Primary: M1 Carbine	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Flak Trooper	300	100	4	5	None	Primary: Flak Gun Secondary: Antiair Flak Gun	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Tesla Trooper	500	130	4	6	Plate	Primary: Electric Bolt Secondary: Assault Bolt	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Engineer	500	75	4	4	None	Primary: Defuse Kit	None	None
Yuri	1200	100	4	12	Flak	Primary: Mind Control Secondary: Psi Wave	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Crazy Ivan	600	125	4	6	Flak	Primary: Bomb	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Desolator	600	150	4	6	None	Primary: Radiation Beam Secondary: Radiation Eruption	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.





### Soviet Unit Statistics, cont.

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
Attack Dog	200	100	8	9	None	Primary: Teeth	Increased strength, firepower, rate of fire, sight, speed and scatter ability.	Increased strength, firepower, rate of fire. Self-healing.
Cuban Terrorist	1500	50	6	9	Flak	Primary: Terror Bomb	None	None
Chrono Ivan (Soviets infiltrate Allied battle lab)	1000	100	6	8	None	Primary: Bomb	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Yuri Prime (Soviets infiltrate Soviet battle lab)	2000	200	6	8	Flak	Primary: Super Mind Control Secondary: Psi Wave	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Apocalypse Tank	1750	800	4	6	Heavy	Primary: 120mmx Secondary: Mammoth Tusk	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Libyan Demolition Truck	1500	150	6	5	Light	Primary: Demolition Bomb	None	None
Typhoon Sub	1000	600	4	4	Heavy	Primary: Torpedo	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Dreadnought	2000 (2500 for Russia)	800 (1500 for Russia)	4	7	Heavy	Primary: Dreadnought Launcher	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Sea Scorpion	600	400	8	8	Heavy	Primary: Flak Track Gun Secondary: Flak Weapon	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
V3 Launcher	800	150	4	7	Light	Primary: V3 Missiles	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Terror Drone	500	100	10	4	Special	Primary: Drone Jump	None	None
Squid	1000	200	8	5	Light	Primary: Squid Grab Secondary: Squid Punch	Increased strength, firepower, rate of fire, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
War Miner	1400	1000	4	4	Medium	Primary: 20mm Rapid	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Flak Track	500	180	8	8	Heavy	Primary: Flak Track Gun Secondary: Flak Antiair Weapon	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.
Rhino Tank	900	400	6	8	Heavy	Primary: 120mm	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire.
Tesla Tank	1200	300	6	8	Heavy	Primary: Tank Bolt	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire. Self-healing.





**Soviet Unit Statistics, cont.**

Unit Name	Cost	Strength	Speed	Sight	Armor	Weapons	Veteran Abilities	Elite Abilities
Kirov Airship	2000	2000	5	8	Light	Primary: Blimp Bomb	Increased strength, firepower, sight, speed.	Increased strength, firepower, rate of fire.





## Chapter 5: Allied Structure Statistics

This section reveals unit statistics for all the Allied structures.

**Cost:** Indicates the amount of resources required to produce the structure.

**Strength:** The structure's strength and ability to sustain damage.

**Power:** The power required or produced by the structure.

**Sight:** The unit's sight range; the higher the number, the farther the unit can see.

**Armor:** The unit's armor strength: wood, steel, or concrete.

Unit Name	Cost	Strength	Power	Sight	Armor
Battle Lab	2000	500	-100	6	Wood
War Factory	2000	1000	-25	4	Wood
Construction Yard	3000	1000	0	8	Concrete
Ore Refinery	2000	1000	-50	6	Wood
Ore Purifier	2500	900	-200	5	Wood
Shipyard	1000	1500	-25	10	Concrete
Air Force Command Headquarters	1000	600	-50	5	Steel
Spy Satellite	1500	1000	-100	5	Wood
Power Plant	800	750	+200	4	Wood
Barracks	500	500	-10	5	Steel
Service Depot	800	1200	-25	5	Wood
Weather-Control Device	5000	1000	-200	5	Concrete
Prism Tower	1500	600	-75	8	Steel
Pillbox	500	400	0	7	Steel
Patriot Missile	1000	900	-50	10	Steel
Grand Cannon	2000	900	-100	10	Steel
Chronosphere	2500	750	-200	5	Concrete





## Chapter 6: Soviet Structure Statistics

This section reveals unit statistics for all the Soviet structures.

**Cost:** Indicates the amount of resources required to produce the structure.

**Strength:** The structure's strength and ability to sustain damage.

**Power:** The power required or produced by the structure.

**Sight:** The unit's sight range; the higher the number, the farther the unit can see.

**Armor:** The unit's armor strength: wood, steel, or concrete.

Unit Name	Cost	Strength	Power	Sight	Armor
Battle Lab	2000	500	-100	6	Wood
War Factory	2000	1000	-25	4	Wood
Construction Yard	3000	1000	0	8	Concrete
Ore Refinery	2000	1000	-50	6	Wood
Shipyard	1000	1500	-20	10	Concrete
Power Plant	600	750	+150	4	Wood
Barracks	500	500	-10	6	Steel
Cloning Vats	2500	1000	-200	5	Wood
Radar	1000	1000	-50	10	Wood
Service Depot	800	1200	-25	5	Wood
Iron Curtain	2500	750	-200	4	Concrete
Psychic Sensor	1000	750	-50	10	Wood
Tesla Coil	1500	600	-75	8	Steel
Nuclear Silo	5000	1000	-200	4	Concrete
Nuclear Reactor	1000	1000	+2000	5	Concrete
Flak Cannon	1000	900	-50	5	Steel
Sentry Gun	500	400	0	7	Steel





## Chapter 7: Allied Walk-Through

This section features a walk-through for Command & Conquer: Red Alert 2's Allied campaign, which consists of 12 missions. Each mission walk-through includes a mission briefing, an objective list, and a suggested solution to the mission. You'll also find tips on unit production and strategies for particular battles, covering both offensive and defensive situations.

### Mission 1: Operation: Lone Guardian; New York, New York

The Soviets have invaded. They outnumber us ten to one. You must assist Special Agent Tanya in New York. We are marshaling our forces as fast as we can, commander, but we need time. A small American base, Fort Bradley, is in the New York area. If you can make contact, they may be able to assist in the defense of New York. Tanya will be moving through a chaotic battlefield. Keep your eye out for targets of opportunity and watch for new mission objectives.

**Objective 1:** Destroy the Soviet dreadnought fleet.

**Objective 2:** Make contact with Fort Bradley.

**Objective 3:** Keep Tanya alive.

The Statue of Liberty is under attack from Soviet dreadnoughts. After a brief cutscene, Tanya enters south of the dreadnoughts. Though it would seem a daunting task for one commando to eliminate four dreadnoughts, it's in fact quite easy. Maneuver Tanya to a dreadnought and hold down the mouse button. You'll notice an icon of an explosive charge. Click on each dreadnought, with Tanya close by, to detonate and sink each one. With the naval fleet destroyed, approach the Statue of Liberty.

Soviet paratroopers are dropped around the statue. American GIs, currently deployed in bunkers, defend the statue from attack. When the Soviet paratroopers hit the ground, start attacking with Tanya. She'll be able to terminate these soldiers with single shots. With the paratroopers eliminated, you can select and use the GIs alongside Tanya. Select all the GIs and press "D," or use the "deploy" icon on the bottom menu bar. The GIs will exit their bunkers. Group the GIs together and accompany Tanya to Fort Bradley.

#### Mid-Mission Objective

Rendezvous with Fort Bradley. Cross the bridge to the west and continue moving through the city streets until you discover a battle. Soviet paratrooper conscripts drop down and attack two deployed American GIs. Assist the GIs in the battle. Make sure







Tanya is involved in the fight; she'll terminate the conscripts with single shots. Just as you did before, select these two GIs and use the "deploy" icon to remove them from their stationary bunker. Add them to your current GI group and continue along the road to the northwest section of the map.

Spot two crates in the northwest area of the map. These power-up crates - which you will encounter from time to time during missions - award either the tagging unit or the entire team with a bonus. For instance, some power-up crates include unit-specific armor, firepower, or veteran status bonuses; others include team bonuses such as a money bonus.

Snag the crates and proceed toward the northeast area of the map. Fort Bradley is clearly marked on your overhead map. Before stepping foot in the base, however, search north and northeast of the base for three new reinforcements - three Allied grizzly battle tanks. Group them and usher them, along with Tanya and the GIs, inside Fort Bradley.

### Mid-Mission Objective

Destroy the Soviet supply base. You're now in control of Fort Bradley. A Soviet supply base lies to the south across a damaged bridge. Additional Soviet conscripts arrive from the west and will engage your ore miner, which lies just west of Fort Bradley. Begin by constructing a barracks and placing the building at an available location. Start producing GIs - you'll need approximately 10 to 20 to successfully overtake the Soviet supply base.

So you don't have to worry about protecting the ore miner, consider constructing two or three pillboxes and placing them near the ore patch where the miner is gathering ore. Repair these pillboxes from time to time. With the pillboxes in place, you won't need to send GIs or tanks to battle incoming conscripts - the pillboxes can handle them.

Produce an engineer at the barracks. He's required to repair the southern bridge. Select the engineer and have him enter one of the two buildings that flank the bridge. Once the bridge is repaired, gather your GIs, tanks, and Tanya together and start across the bridge.

Littered throughout the base are petroleum barrels. Fire upon these to cause large explosions, destroying or damaging all nearby units. Clear out the first guards by firing on the barrels. Destroy other nearby units with the tanks and GIs. If any conscripts remain, take them out with Tanya.

Continue through the base using Tanya to detonate buildings and kill conscripts. Support her with the grizzly tanks and the GIs. Snag the power-up crates near the warehouse. Sentry guns offer some of the toughest opposition. Use the grizzly tanks against the sentry guns. Don't use Tanya or the GIs - the sentry guns are very powerful.





The mission ends in success once all Soviet supply base structures and units are destroyed.

## Mission 2: Operation: Eagle Down; Air Force Academy, Colorado

Soviet troops cover America like a plague. They have even penetrated our heartland to capture the Air Force Academy in Colorado. The Academy, its cadets, and the unique technology the Academy contains are vital to our defense. Use Tanya to contact any American forces in the area, reclaim our Air Force Academy, and drive the Soviets from the area.

**Objective 1:** Capture the Soviet-occupied Air Force Academy chapel.

**Objective 2:** Destroy all Soviet forces.

**Objective 3:** Keep Tanya alive.

You begin with Tanya, a handful of GIs, and an engineer. Some conscripts patrol the road ahead of your position. Eliminate these Soviet troops with Tanya when they pass. You also receive a handful of rocketeers. These airborne units are extremely powerful against ground targets, but you must keep them away from Soviet flak cannons and flak tracks.

### Mid-Mission Objective

Use an engineer to recapture our base to the northwest. Order Tanya to destroy the flak cannons so the rocketeers can destroy the sentry guns. Before heading to the northwest, group your units together (separate the rocketeers and GIs into their own attack groups) and proceed toward the southeast. Here you will uncover a guard shack, several conscripts, and three pickup trucks. Use the rocketeers to attack. Destroy the pickup trucks to reveal power-up crates offering money, armor, and veteran upgrade awards.

As you proceed to the northwest, be prepared to encounter conscript patrols. Maneuver Tanya near the front of the group. She can eliminate these Soviet troops with single shots. Approach the base to the northwest and spot the lake in front of the defending turrets and conscripts. You receive a hint that Tanya can swim. To avoid the sentry guns, which are damaging to Tanya, swim through the lake to the center of the base entrance. Kill the conscripts and use Tanya's detonators to blow apart the flak cannons.

Bring up your rocketeers and attack the sentry guns. Enter the captured Air Force Academy, and you'll receive reinforcements from the sky - a set of engineers. Use the engineers to capture the Soviet buildings. Make sure you also capture the Air Force chapel headquarters to complete the mission's first objective. Start harvesting nearby resources, and begin producing GI units from the barracks and grizzly tanks from the war factory.





**Finish off the Soviet base with large groups of GIs and tanks.**

### Mid-Mission Objective

Destroy all hostile forces. Remaining Soviet hostile forces lie mostly to the east. You'll find a small camp to the northwest; eliminate these conscripts with rocketeers. Soviet conscripts and the occasional rhino tank arrive from the east. Defend your base with grizzly tanks, GIs, and rocketeers. Use Tanya against the Soviet conscripts to eliminate their numbers quickly. Scout the ore resource to the east of the Air Force base. Destroy the miners there with tanks and rocketeers to cut off the Soviets' source of income.

Take the time to amass a large assault force of GIs, grizzly tanks, and rocketeers. Push this armada toward the northeastern area of the map to uncover the Soviet structures and remaining units. Move slowly and allow the Soviets to come to you - especially luring conscripts to the powerful Tanya. The mission ends in success once all Soviet forces have been defeated and all structures have been leveled.





## Mission 3: Operation: Hail to the Chief; Washington, D.C.

The Soviets have invaded Washington D.C. and have used their evil psychic technology to control the minds of our leaders. You must rescue them by destroying the psychic beacon near the White House.

**Objective 1:** Destroy the psychic beacon.

You begin with a squad of GIs, an engineer, and three IFVs. You can place a GI inside an IFV to create different firepower, from rockets to machine guns. And an engineer inside an IFV creates a mobile vehicle repair unit. Group your GIs and IFVs. Send the engineer into the Jefferson Memorial. You'll instantly repair the historical structure and receive two power-up crates for your effort. There are more historical structures scattered around the map. Use engineers to repair them and receive additional power-up crates.

You're in control of a base so start construction immediately. Build a power plant and then an ore refinery. Start harvesting the ore south of the base. Soviet conscripts and technicians arrive from the east. If you wish, you can use GIs to garrison the civilian buildings east of your base. This will increase their power and defense against the approaching troops. You could also set up a row of pillboxes for added firepower. Build a barracks as soon as possible, followed by a war factory.

Soviet tesla troops arrive. They feature powerful tesla (think lightning) weaponry that's very effective against the American GIs. Terminate them quickly. Keep your troops along this road (adjacent to the civilian buildings) to annihilate enemy troops as they arrive. Make sure all your defending forces are engaged when the enemy arrives.

At some point during the mission you will receive two sets of reinforcements. The first set - four IFVs - arrives in the southeast. A second reinforcement arrives north of your base and includes tanks and more IFVs. You can attempt to usher these reinforcements back to your base immediately, though you will likely come under fire. Instead, leave them there (or in a corner) and retrieve them by sending over your own fleet to rendezvous with them.

Look at the overhead map and notice other historical structures needing repair (and being defended by Soviet forces). The psychic amplifier is located in the northeast. Before you move toward the amplifier, start moving to each historical structure to defeat the Soviet presence and repair the structure.

First, though, investigate a small Soviet outpost northeast of your start position. There are flak track defenders, so don't engage with rocketeers. Clear out the Soviet presence with GIs and grizzly tanks. Use engineers to capture the Soviet structures here, and you







can produce Soviet units under your control. Nab the barracks, especially for the powerful tesla troops.

The Washington Monument lies in the map's center. If you move your entire offense to the monument, build pillboxes back at your base to protect your structures. When you attack the monument, you'll need a large force, because you will encounter Soviet defenders, and additional Soviet troops, which were defending other structures, could approach and engage. Expect quite a battle. Make sure you're prepared with 20-plus tanks and 30-plus infantry. You may also wish to support these troops with harrier jets and rocketeer air units. Repair the Washington Monument with an engineer to gain power-ups.

The Lincoln Memorial is located to the northwest. The Smithsonian National History Museum and Smithsonian Castle are located to the east. Repair these for further awards, including money. You'll also find a hospital, in the southern middle area of the map, which can be captured and used to repair infantry.

When you're ready, search the northeast corner of the map for the psychic amplifier, just in front of the White House. Defeat the defending Soviet forces, then take out the amplifier itself. The mission ends in success when the amplifier falls and the president can regain control of his own mind and leave the White House via helicopter.

## Mission 4: Operation: Last Chance; Chicago, Illinois

Soviet forces continue to rampage across America. Our agents have discovered a large psychic amplifier in Chicago. If activated, this device will allow the Soviets to control the minds of all of North America.

**Objective 1:** Force a shore landing and establish a base.

**Objective 2:** Destroy the psychic amplifier before it comes online.

You begin with a fleet of destroyers, some rocketeers, and amphibious transports, and you are ordered to knock out Soviet defenses and unload the transports to establish a base.

### Mid-Mission Objective

Clear every shore defense with your destroyers, then land and establish a base. Don't send the destroyers against the first defensive target, the grand cannons. These large cannons do an enormous amount of damage, and it's best to not risk your destroyers at this point. Instead, use the rocketeers - the grand cannon can't attack air units. Also use these rocketeers to clear out any sentry guns near the grand cannons.





Take the rocketeers and sweep the northeastern and northern sections of the map. Move slowly, though. You can take out a few Soviet conscript patrols, sentry guns, and garrisoned buildings. But if you're too aggressive, you will encounter flak tracks. Pull back from the attack if you encounter antiair weaponry; don't risk losing the rocketeers yet.

Continue to the western Soviet shore and annihilate shoreline defenses with your destroyers. Keep an eye out for Soviet subs and attack them on sight. Knock out the Soviet shipyard as soon as possible to prevent further submarine deployment. Once most of the defenses are clear, send the amphibious transports to the shoreline and deploy your tanks and troops. Create your base and build a power plant and barracks. Use engineers to capture the remaining Soviet structures. Deploy infantry and tanks against remaining Soviet hostile units.



**Hug the northern edge of the map for an alternate route into the Soviet base.**

You receive a transmission to destroy the psychic amplifier before it goes online - a countdown is also presented. You should have plenty of time to complete the mission, so don't concern yourself too much with the timer. You will likely receive additional reinforcements after erecting the base. Move the transports to your base and deploy







them to release new units. Complete your base structures with an ore refinery, a war factory, and other desired structures. Build pillboxes to the north to protect your base from Soviet incursions.

Soviet bases lie to the north of your shoreline stronghold. Start cranking out GIs, IFVs (equipped with infantry to help mow down conscripts), rocketeers, and grizzly tanks. Push north and defeat all Soviet units encountered. Beware of stationary sentry guns (use rocketeers) and garrisoned buildings (use rocketeers or grizzly tanks). You'll encounter busted bridges and can use engineers to repair them if you wish. There are a few tech buildings to the north, including a tech airport (for paratroopers) and a hospital. Use engineers to capture and gain their abilities.

Continue along the western side of the map to the northwestern corner. In the very corner you'll find the Sears Tower, an important asset. You can send in infantry to garrison the building. The building becomes extremely durable and can mow down a good chunk of the Soviet force. Lure Soviet units to the tower and watch them crumble. You'll receive additional reinforcements throughout the mission, including a group of rocketeers to the northeast.

Beware of Soviet garrisoned buildings around the northwest corner of the map, especially the psychic amplifier. Destroy them with rocketeers or grizzly tanks, then mop up the escaping conscripts with GIs. Destroy the psychic amplifier to complete the mission with success.

## Mission 5: Operation: Dark Night; Polish/German Border

European forces still refuse to fight with us, fearing a Soviet nuclear counterattack. We have discovered the location of the Soviets' medium-range missiles in Poland. Special Agent Tanya has secretly crossed the Polish border. You will direct her to destroy the Soviet nuclear missiles.

**Objective 1:** Infiltrate the Soviet battle lab.

**Objective 2:** Neutralize the two Soviet nuclear missile silos.

**Objective 3:** Keep Tanya alive.

You begin with Tanya and three spies, dropped from air transport. You use the spies to disguise yourself as enemy units. To disguise yourself, simply select the spies and click on an enemy unit, such as a conscript, a tesla trooper, or an attack dog. Once disguised, you will remain undetected by enemy units and turrets (most importantly, the tesla coils). However, if you wander too close to Soviet attack dogs, they can and will sniff you out. It's difficult and near impossible to escape an attack dog with its sights on a spy.





A Soviet base lies to the south. There's no need to enter the base, but you can use the conscripts outside for a disguise. Select your spies and click on a conscript to assume the disguise. Your only offensive unit is Tanya, who thankfully terminates any units with a single shot. You must still be careful with her, though. Attack dogs are extremely deadly if you're surrounded (killing Tanya almost instantly), and you can't wander too close to turrets, especially tesla coils.

Before you head north, investigate the southeastern area of the map to locate an Allied patrol. When you're ready, start north toward the northern Soviet base containing the battle lab. Use Tanya to eliminate any conscript and attack-dog patrols. Keep your spies behind Tanya to keep them from being detected. The base's southern entrance is well guarded with conscripts, attack dogs, and tesla coils. Search the western side of the base along the cliff and locate the petroleum barrels adjacent to the Soviet wall. Use Tanya to shoot the barrels and destroy a section of wall.

Send in a disguised spy. Avoid the attack-dog group that patrols the perimeter near the battle lab. Observe the group's pattern closely; the group moves counterclockwise around the battle lab. As the group moves away from you, send in the spy and click on the battle lab to enter it. Infiltrating the battle lab completes the mission's first objective and increases map terrain in the overhead. You now have the location of the two nuclear missile silos.

### Mid-Mission Objective

Eliminate the two Soviet nuclear missile silos. Your next dilemma is finding a way through this Soviet base, with the battle lab. You can't maneuver around the base. You must find a way through the base, which is quite difficult with all the tesla coils around. The key is to infiltrate a tesla generator, the Soviet base's power source. Use a spy to infiltrate a tesla generator, and the base's power will switch off for a full minute.

With the power down, you can send in Tanya. Eliminate attack dogs and conscripts as you move north through the base. Destroy a tesla coil by firing at some adjacent barrels. You might need more time to get through the base. If so, send your remaining spy into a generator as soon as power is restored. When Tanya is all the way through, she requests more spies. Locate them and disguise them as Soviet units. Send them north through the Soviet base (with the battle lab you infiltrated and rendezvous with Tanya.

You now have three spies again, plus Tanya. All three spies will eventually be used to infiltrate tesla generators to cut off the power (and thus the tesla coils) surrounding the two nuclear missile silos. Follow the road toward the bridge leading to the northeast. Eliminate all patrolling conscripts and attack dogs you encounter.

Approach the missile silo to the northeast first. Remember that Tanya can swim, so you can cross the water to avoid detection and approach other areas around the perimeter of the base. Locate barrels against the Soviet wall and fire on them to open a hole. Send in a spy, taking care to avoid the attack dogs, and enter a tesla generator to cut





the power. Send Tanya inside to annihilate conscripts and attack dogs and, most importantly, to detonate the nuclear missile silo.

Get Tanya out either by using another spy or by working quickly. You'll receive additional spies if necessary. Continue to the second nuclear missile silo. The entrance is protected by tesla coils. Send in a disguised spy and watch out for the two attack dogs patrolling the front entrance of the base. Enter a tesla generator to cut the power. Send in Tanya and clear out the attack dogs. Send in a second spy and place him adjacent to a tesla generator.

Direct Tanya to approach the nuclear missile silo. If the power gets restored, send in the second spy immediately. Make sure Tanya isn't close to tesla coils. With the power down, approach the final silo. Kill the attack dogs and conscripts around the final silo. Detonate the silo to complete the mission with success.

## Mission 6: Operation: Liberty; Washington, D.C.

The Europeans have joined with us, and the time has come to counterattack the Soviets. We will retake Washington D.C., and then we will retake the rest of our nation from the Soviet scum.

**Objective 1:** Reinforce and assume command of Allied forces at the Pentagon.

**Objective 2:** Destroy all Soviet forces in Washington.

You begin the mission at the Pentagon. A new defensive device, the prism tower, surrounds the government building. Einstein soon sends a transmission to elaborate further on the new device. It seems you can enhance prism-tower power by placing the towers close to one another. The towers draw power from other towers, which makes their bolt even more powerful. You'll find that the towers destroy most enemy units in a single shot; unfortunately, the towers possess a poor rate of fire and a short range. Be careful if you intend to depend on the prism towers completely.

You're under assault in the east almost immediately. As soon as you gain control, start repairing damaged prism towers. If you're fast enough, you may not lose a single tower to the assault. Collect your other units (GIs and grizzly tanks) and assist in the defense.

Most of the enemy attacks will come from the east, and it's wise to prepare your defense accordingly and early. First, don't hesitate to enhance your prism towers and pillboxes on the east side. Second, you may wish to include another patriot missile launcher to down any incoming V3 missiles. And third, place a few prism towers near the road that lies northeast of your base. Enemy units can traverse this road and remain out of range of nearby prism towers. Place new towers close to the road to prevent passage - use two for maximum coverage.







**Prism towers help protect the Pentagon.**

You'll also want a squad of GIs to remain in your base to repel any attacks that get through the prism towers as well as any long-range attacks from Soviet V3 launchers. When you see a V3 launcher being used, send the GIs over to destroy it. Patriot missile launchers can protect your prism towers and base from the launched V3 missiles, but you should keep some GIs around to finish off the V3 launchers, which hang back out of range.

After successfully defending the Pentagon, start constructing your base. Deploy the MCV and build an ore refinery, a barracks, a war factory, an airfield, and a battle lab. You may need to build another power plant to keep power levels high. You start with several inside the prism tower network to support those defensive units, but if you run low on power, build one or two more power plants to meet demand.

Increase resource gathering by building one or two more ore miners. Bolster your army with GIs, grizzly tanks, rocketeers, and possibly harrier jets, if you think it's worth the expense. Harrier jets work best in groups of five or more, as it takes that many to destroy most Soviet structures, so consider a second airfield to support more jets.





As you're building your army (and defending east, don't forget), you receive a transmission that the Soviets are using terror drones. These small robot "spiders" can quickly decimate a group of GIs, or worse, sneak inside mechanical units, such as your grizzly tanks, and destroy the vehicles from the inside. You'll notice a vehicle is infected when it starts rocking back and forth. It will explode, and the terror drone will leap to the next vehicle. Destroy these enemies on sight. A repair bay can remove the terror drones.

If you push up the west side, you'll locate a hospital. Place an engineer inside to capture the tech building, which you can use to heal infantry. Several monuments can also be uncovered throughout the mission. You'll find the Lincoln Memorial to the north, the Washington Monument to the east, and the Jefferson Memorial to the northeast. Each monument has suffered damage and can be repaired by an engineer. Expect a crate reward for accomplishing these tasks.

Your goal is to simply annihilate all the Soviet forces in the area. The best way to defeat the heavily defended bases is to either clear out antiair units and send in two squads of harrier jets to decimate the buildings or send in engineers with your aggressive ground army to capture Soviet buildings. The Soviets will usually sell off their structures once you start capturing buildings. Annihilate bases with engineers - especially the base protecting the Jefferson Memorial to the northeast - and force the Soviets to sell.

In the far northeast corner you'll find the final Soviet base defended powerfully by enhanced (with tesla troopers) tesla coils. You can use spies to disable power, then send in harrier jets to destroy the coils. Or you can cover the base with large groups of tanks, GIs, and rocketeers. Keep the Pentagon defended from attack at all times. Leave enough units there to fend off any Soviet aggression. The mission concludes once the Soviets have been driven from Washington, D.C.

## Mission 7: Operation: Deep Sea; Pearl Harbor, Hawaii

The Soviets still cover most of the globe. We must continue to fight wherever they may be. A Soviet fleet has been discovered en route to the Hawaiian Islands. Destroy the fleet and the Pacific will be ours.

**Objective 1:** Destroy all Soviet forces.

You're immediately introduced to the Allied naval fleet. You're offered destroyers, aegis cruisers, and aircraft carriers. The destroyers are the bulk of your naval fleet, and they can fire upon land targets as well as other naval targets. Onboard aircraft can launch and destroy detected submarines. The aegis cruiser combats air units and can shoot down launched missiles. And the aircraft carrier, though it possesses no weaponry of its own, can launch aircraft to combat its targets.





Immediately usher your navy to the south - Soviet vessels are about to attack. When you spot submarines, target them quickly with your destroyers. Also target Soviet anti-air vessels, or you'll find your planes falling quickly from the sky. It's a tough battle, but you must overcome the fleet, or the Soviets will attack your shore defenses and possibly your shipyard. Hold off the Soviets and start reinforcing your naval fleet with additional destroyers and a few aegis cruisers, concentrating on the destroyers.

### Mid-Mission Objective

Destroy all Soviet forces on or around the Hawaiian Islands. Your overhead map reveals the location of Hawaii and the areas where the Soviets are in control. Most of the Soviets are on Hawaii. Use destroyers and aegis cruisers to protect the southern tip of the island you start on. Additional Soviet naval ships may arrive. Protect north of your base with prism towers and pillboxes. You should also garrison nearby buildings with GIs to further protect the area from Soviet conscript incursions and paratroops.

One of the greatest dangers to your base comes in the form of engineer drops. Occasionally the Soviets will drop conscripts and engineers over your base. As soon as the engineers land, they head directly for a critical structure, usually your ore refinery. It's unwise to risk losing the refinery, which will need to be rebuilt in order to keep the money flowing. Consider building a second ore refinery "just in case," and protect the area around your base well with additional GIs in the base and prism towers.

Another danger comes in the form of a nuclear missile silo captured by the Soviets on Hawaii. The Soviets won't hesitate to use it. In the lower right-hand corner of the screen you'll spot a countdown to launch. The nuclear missile silo takes ten minutes to recharge. Once they launch it, the Soviets target your navy yard or the center of your base. The nuke can be particularly devastating to your ore refinery and surrounding structures. Once again, consider a second refinery to keep ore coming in. Build additional ore miners to generate money quickly.

A tech airport lies to the north. Use a transport to send over an engineer to capture the building, which will allow you to drop paratroopers. Protect the airport with a squad of GIs.

There are a number of ways to prevent a nuclear assault. If you sneak a spy into the silo, it resets the countdown. You can use a transport to get the spy close, then disguise him and maneuver him carefully to the silo - go cautiously around the attack dogs. Alternatively, you can simply mount a quick assault on the base. You'll have to do this eventually anyhow. It's possible to survive a nuke blast, but it's certainly not recommended, especially repeatedly.

A large fleet of destroyers protected by aegis cruisers leads an effective assault on the Soviets. Target any submarines you discover, then move to the shore. Destroy the Soviet shipyards as soon as possible, then bombard the defensive units guarding the shoreline. Take out anti-air weaponry and usher carriers and harrier jets in to pound







structures and additional defensive units. Use transports to bring over tanks and GIs. Unleash them on the Soviet structures. Infiltrate the Soviet battle lab with a spy, if possible, so you can produce psi-commandos, which will further assist in the assault by detonating buildings and converting enemy troops.

The mission ends in success once the Soviet presence is driven from Hawaii. Use spies to reset the nuke timer. Take out the power generators to buy extra time to destroy, capture, or use spies on the silo. Pound Soviet defenses with destroyers as you move in transports and harrier jets to finish off remaining troops.

## Mission 8: Operation: Free Getaway; St. Louis, Missouri

Even as we cleanse America of Soviet forces, they continue to play with psychic technology, desperately hoping that their little toys will destroy us. We have discovered a psychic beacon in St. Louis. Take Special Agent Tanya in and destroy the beacon.

**Objective 1:** Destroy the Soviet psychic beacon.

**Objective 2:** Destroy all Soviet forces within St. Louis.

**Objective 3:** Don't get Tanya killed.

You begin with Tanya, some GIs, and some engineers. Organize your troops and proceed south. Use Tanya to pick off Soviet conscripts and attack dogs. Don't let attack dogs get close, or you will suffer the consequences. Escort this group past the St. Louis Arch and to the beach below. You may encounter affected civilians. Don't hesitate to kill any hostile units. Continue down the eastern side of the map until you locate the road west and under a bridge. Follow this road to the psychic amplifier, located inside the decimated stadium.

Remember to move cautiously and eliminate all conscripts with Tanya and keep the engineers and GIs safe from attack. Approach the outskirts of the stadium and blow up the petroleum barrels near the western wall surrounding the beacon. The resulting explosion takes out adjacent structures, including a tesla coil. Use Tanya's detonators to destroy the two generators; make sure you stay far back from the remaining active tesla coils. Once the tesla coils are down, capture the psychic beacon with an engineer.

Upon doing so, you gain control of the remaining civilians in the city. You can use them against the Soviets if you wish. If the civilians die, it won't affect the mission's outcome. Have Tanya destroy the remaining structures in the stadium - detonate the tesla coils first.

### Mid-Mission Objective

Drive all Soviet forces out of St. Louis. You receive reinforcements near the arch. Unload and deploy the MCV to begin base construction. A couple of notes: You're





offered a new vehicle, the prism tank, which works somewhat like a mobile prism tower. These tanks are very effective, though expensive, but they should become a part of your offensive arsenal. Also, the Soviets are using desolators, which can radiate areas of the map and make these areas deadly to your troops. And their radioactive weapons eliminate GIs in a single shot. Watch out when these are incoming, and use Tanya to eliminate them quickly from a distance.

Start construction on valuable base structures. Build a barracks, a war factory, a repair depot, an airfield, and a battle lab. You should also consider additional ore miners to quicken resource gathering and a second airfield to support eight harrier jets, which would be quite powerful against the remaining Soviet forces and structures. Protect your base with pillboxes and some prism towers. Begin production of GIs from the barracks and grizzly and prism tanks from the war factory. Also produce eight harrier jets when your income can support the expenditure.

Once you have a large army assembled, start seeking out Soviet targets. Garrison civilian buildings with GIs to bolster defense on the front line. When you locate a Soviet base, you have a number of attack options. You can use a spy to disable power momentarily, freeing you from the deadly tesla coil assault. You can use an engineer attack to take over structures. Or you can attack antiair units with ground troops to allow harrier jets to wipe out critical structures.

Each method should prove successful. The main thing is to monitor your base carefully and make sure it's well defended from a potential Soviet assault. Keep the base surrounded by prism towers, pillboxes, and even a few patriot missiles. Leave a few tanks and GIs behind to complete the defense. Remember you have Tanya for this mission. She must remain alive, but you can use her to pick off Soviet conscripts and attack dogs. Protect her, but don't hesitate to use her in assaults. The mission ends once the Soviets have been driven from St. Louis.

## Mission 9: Operation: Sun Temple; Tulum, Mexico

The Soviets have captured one of our West Coast bases and with it one of our prism towers. We believe they may be trying to replicate that technology at a secret Soviet research facility in the Yucatan. A SEAL strike team is standing by, commander, awaiting your orders.

**Objective 1:** Capture or destroy any Soviet attempts to replicate our prism technology.

**Objective 2:** Eradicate the Soviet base defending their research site.

You begin the mission with five Navy SEALs. These units operate in the way Tanya does. They can knock off Soviet infantry in a single shot, can swim, and can place detonators on Soviet structures. When the five SEALs land, start west. Move slowly so you aren't overwhelmed by Soviet troops. Attack any infantry you see, and watch the





SEALs go to work quickly. A Soviet base lies near the map's center. Your first significant mission duty begins here.

Several "freedom fighters," or Allied soldiers, are being held at this Soviet outpost in the map's center. Freeing the freedom fighters will provide you with some GIs and a couple of grizzly battle tanks. Clear out all defending Soviet troops, and a nighthawk transport will arrive with several engineers. If you wish, escort one engineer to the northwest corner of the map to reveal a tech airport. Capturing the tech airport provides you with paratroopers throughout the mission. You must keep the tech airport defended from enemy engineers, however, so keep a couple of GIs or a single Navy SEAL there to prevent Soviet reacquisition.

The main Soviet base is located south of the outpost. It contains two "prisms in progress." Capturing these prisms, as well as a couple of tesla reactors to support them, with your engineers turns their power to your side. This is how you'll defeat the larger Soviet opposition. Garrison the nearby huts with GIs when the Soviets retaliate with conscripts and flak tracks.

Push south toward the base (wait for the first paratroopers if you wish) and clear out the Soviet defenses. Look for opportunities to blast petroleum barrels and knock out structures, vehicles, and infantry. As you assault with the Navy SEALs, tanks, and GIs, escort the engineers inside and capture the northern prism and the nearest tesla reactor. Once online, the prism starts firing on Soviet units. Keep your units near the prism, and lure enemy units to their destruction. Use the other engineer to capture a second tesla reactor, if necessary, as well as a second prism. One prism should be sufficient. You can simply destroy the second prism if you wish. Additional Navy SEAL reinforcements arrive after strides have been made, such as destroying a prism tower.

Continue luring Soviet units to the prism and destroy infantry and petroleum barrels from a distance. Don't get near sentry guns with your SEALs, and don't get near tesla coils with any units. Detonate Soviet reactors to cut power, and finish off the stationary turrets when they're offline. Use your GIs and tanks against the sentry guns if you must, but leave the tesla coils alone until they're offline.

This mission isn't particularly hard, but it requires patience to lure Soviet units away from stationary turrets and toward your captured prism tower. The mission concludes once the prism towers are captured or destroyed and the Soviet units guarding the research base are eliminated.

## Mission 10: Operation: Mirage; Black Forest, Germany

Desperate for some success, Soviet forces have counterattacked our European allies in Germany, moving deep into the Black Forest. No doubt their commander hopes they







will find and capture Einstein's laboratory. Your special talents are needed; the Germans fear they will be defeated without your strategic skills.

**Objective 1:** Ensure the safety of Professor Einstein's laboratory.

**Objective 2:** Destroy all Soviet forces.

You're ordered to protect Professor Einstein's laboratory from an aggressive Soviet assault. Einstein's base lies to the west of yours. You'll also spot three other Allied bases in the northeast corner. Einstein demonstrates the abilities of a new unit as the mission begins. You can now produce the mirage tank, which, when stationary, disguises itself as a piece of scenery, such as the tree in the example shown in the game.



**Protect Einstein's base with prism towers and GIs.**

Soon after the mission begins, Soviet invaders destroy the bases in the northeastern corner. Don't bother attempting to save them. This Soviet invasion force is right on cue, and it's up to you to prepare for their attack on Einstein and your own base.





Immediately move your MCV to Einstein's base and deploy the construction yard. Build an ore refinery and start generating income. Eventually you'll want additional ore miners to quicken ore acquisition so you can produce expensive defensive units. Concentrate primarily on defense. Build additional power plants, prism towers, and pillboxes around both Einstein's laboratory and your own base. You may also wish to include patriot missile launchers (on the eastern side of your base) to protect against a V3 missile attack.

Continue to produce GIs and a few grizzly tanks, but concentrate on producing defensive turrets as well as working through the Allied technology tree and placing new structures, specifically the battle lab, which offers prism tanks and two new devices, the ore purifier and the spy satellite. Acquire the spy satellite as soon as possible. It's expensive, but it lets you see the entire map instantly, so you can see Soviet troop movement and know exactly when Einstein's lab needs reinforcements. Further, you'll spot weak areas of the Soviet bases and see how to maneuver in a spy or a harrier jet attack.

You'll be attacked early on, and it's unlikely you'll have many defenses up. Make sure you station some GIs at Einstein's laboratory early in the mission to prevent a single tank from ripping through the laboratory. Place a few pillboxes around the laboratory, and repair them once they become damaged. Once you can generate enough income to place expensive defenses around the laboratory, do so. Hold off early attacks with GIs and grizzlies. Group a squad of GIs or rocketeers together to counter V3 launchers, which sit back and fire from long range.

Once you have a sufficient defense and the spy satellite goes up, you're pretty much in the clear as far as aggressive Soviet attacks are concerned. Monitor the radar closely and adjust forces to intercept any Soviet assault. Start producing prism tanks primarily with loads of GIs. Build additional airfields to support more harrier jets.

Search the area north of Einstein's laboratory for a large field of valuable gem resources and a tech outpost. Capture this tech outpost with one of your engineers to gain its ability. It's a repair depot that defends itself against Soviet attack. Use the outpost to repair your vehicles.

With the spy satellite up, you can see the entire Soviet layout and can easily use spies to infiltrate any buildings you wish. Spot the nuclear reactor in the rear of the enemy's base. Infiltrate the reactor with a spy to cut power temporarily. Mount harrier jet attacks while the power is down. You don't need to be overly aggressive against the Soviet base. Set a goal, such as eliminating a set of Soviet flak guns, then retreat and regroup. Amass a large force of prism tanks, grizzlies, and GIs and push up through the lower section of the base. Cut power if desired and send in harrier jets to pummel base structures, including the construction yard.







Once you've defended Einstein's laboratory and your own base well, it shouldn't take long to clear out the Soviet presence. The spy satellite is really the key, because it lets you see the Soviet layout as well as the direction and size of any Soviet offenses. Sell off defensive structures once you're on the offensive, and use the money for additional harrier jets and airfields. The mission ends in success once Einstein's laboratory has been saved and the Soviets have been eliminated from the region.

## Mission 11: Operation: Fallout; Florida Keys

Einstein has found the perfect place for his chronosphere. Unfortunately, the location is very close to Soviet-controlled Cuba. Build a chronosphere and clear the area of Soviet nuclear missiles. We are nearly ready for our final attack on Moscow.

**Objective 1:** Build a chronosphere.

**Objective 2:** Neutralize the Soviet nuclear threat on Cuba.

This is an extremely difficult mission and certainly the toughest you have faced thus far. You receive constant pressure from Soviet forces from the north and the south. Furthermore, you have the threat of a nuclear launch looming over your head. All this and you must build the chronosphere and defend it against Soviet attack. It's a lot to deal with at once!

As soon as the mission begins, a Soviet squid attacks a civilian ship. These specially trained squids latch themselves onto Allied ships and eventually sink them. You must use Allied trained dolphins to combat the squids, then use the dolphins' or destroyers' air units to finish off the squids. As soon as you gain control, group your naval units together and destroy the squid that's pummeling the ocean liner.

You possess three refineries. One lies inside your base, but the other two are outside your base, one over a bridge to the north and a second over a bridge to the south. The Soviets put significant pressure on these refineries. Though you can beat the mission without protecting these refineries, you should make every effort to keep these refineries active and generating income. The more money you possess, the easier it will be to produce defensive units and offensive naval ships and to replace buildings destroyed in a nuclear attack.

When you gain control, build four Navy SEALs at the barracks. Take your current GIs and order them to garrison the buildings along the eastern beach, because the Soviets are about to drop conscripts there and garrison those buildings. Doing so in advance saves you from a major hassle. Start producing GIs after the Navy SEALs are done. Build a few pillboxes and place one next to the northern and southern refineries. The southern refinery will be attacked first, so work quickly. Move one Navy SEAL and a squad of GIs down to it. Using a Navy SEAL here is important because the SEAL can eliminate conscripts and tesla troopers quickly, leaving only the Soviet tanks, which fall





easily to the GI group and the pillbox. You may also consider some extra prism towers as income permits. Once you produce more GIs, send a squad and one Navy SEAL to the northern refinery.

Start bolstering your navy with additional destroyers. You're about to be attacked by the Soviet navy along the southern beach. The Soviets use dreadnoughts, which launch powerful missiles that can decimate your base structures. Position your remaining two SEALs near the shore so they can intercept the dreadnoughts and detonate them easily. Usher your destroyers and dolphins over to this southern beach to intercept the attack. Watch out for subs and squids; use dolphins to keep squids away from friendly ships, and use the destroyers' air units to eliminate the subs.

Getting to these dreadnoughts early is extremely important. It doesn't take long to lose a war factory or a construction yard. Use the Navy SEALs and usher your navy over quickly to intercept the attack.

You're occasionally attacked from the northern bridge. Remember to reinforce that refinery with GIs, a Navy SEAL, and a few pillboxes. A group of desolators drops down just north of your base. Eliminate these quickly before they can spoil the land with their nuclear attack.

It's possible to destroy the northern bridge to ward off some of the attacks, but the Soviets use engineers to replace the bridge and send attacks anyway. It's better to plug the bridge with a lot of prism tanks, a Navy SEAL, some GIs, and several grizzly tanks. It may take you some time to organize this squad, since you have plenty of other tasks to complete, including building the necessary structures for the chronosphere. Once you do, however, it's unlikely you'll need to worry about northern attacks. You may lose the northern refinery, though, to an aggressive Soviet attack (it's difficult to defend both). If it's a lost cause, be sure to sell off the defensive units and refinery before they're destroyed.

At some point the Cubans get the nuclear silos online, and you have 20 minutes until they launch. If you can get a chronosphere up (make sure you build several power plants in advance, because the chronosphere requires a lot of extra power), it recharges every ten minutes, which gives you some time to mount a spy attack to disable the silos and reset the timer. If not, it's easy to use an amphibious transport to send a spy over to infiltrate the base.

Once your base is defended to the north and south with a clutter of prism tanks and GIs, concentrate solely on building your navy with destroyers and aircraft carriers (with a couple of aegis cruisers and four to five dolphins for support). Comb the sea north of Cuba and eliminate rogue subs and squids. Approach the Cuban shore and take out the shipyards and all adjacent subs and squids. Clearing the docks means you can stop worrying about Soviet naval bombardment.





You can also attack shoreline defenses with the navy. Head to the eastern side of the Soviet base and attack the flak guns and units near the wall. Not only do you destroy some Soviet units, but you also blow a hole open in the wall. This is key to ushering in your spy unit. Keep looking for targets of opportunity as you maneuver back and forth along the shore. Send an amphibious transport over with a spy. Beware of a conscript and a dog patrol east of the base. Disguise a spy and enter the nuclear silo with one minute remaining to reset the timer.

It's only a matter of time before the Soviet base falls. Start building lots of harrier jets and possibly some more aircraft carriers. You can use an air assault to clear out the flak guns, though this does take time, meaning you may have to infiltrate the silos again to reset the timer. You can also send over transports loaded with units and assault the base using ground troops with naval and air support.

You should find success with any method, though using air units will prove easier, just more time consuming. Use aircraft carriers, though, since they automatically replace their onboard jets. Knock out all flak guns first, then send in large harrier jet groups to pummel important structures. Take out the nuclear reactors (you'll find a second one west of the Soviet base) and the tesla reactors to cut off Soviet power and stop the countdown. Clean up the remaining Soviet forces, and the mission ends in success.

## Mission 12: Chrono Storm; Moscow

The war is nearly at an end. A handpicked group of volunteers will use the chronosphere to invade Moscow from across the world. Once you have secured the Kremlin, Tanya will capture Romanov and put an end to Soviet oppression. You are the only commander skilled enough to make this work. Your forces will be outnumbered at least ten to one. Good luck.

**Objective 1:** Clear the area so chrono reinforcements can arrive.

**Objective 2:** Eliminate Romanov's elite blackguard around the Kremlin.

You're ordered to gather your chrono reinforcements and clear out the Soviet base for Allied use. Once you've commandeered the base, gather resources and build your forces for an attack on Romanov's elite blackguard surrounding the Kremlin. With the blackguard eliminated, you're free to enter the Kremlin and capture Romanov.

The mission begins as Navy SEALs infiltrate the lightly defended Soviet base. Use the SEALs to terminate all Soviet guards. Destroy the tesla reactor to shut down the coils. Detonate all the coils with the SEALs. Free the Allied prisoners and use the GIs to garrison the bunkers at the base entrances. You'll also use (and want more) engineers to capture all of the oil derricks around the base.







Your mobile construction vehicle arrives shortly. Deploy the construction yard and start production on a power plant, ore refinery, barracks, and war factory. When you can afford it, you may want to double up on the barracks and war factory since they will be targets of the nuke, and it's wise to have a spare of each structure to keep unit production up. You should spread out your base as much as possible as it's unlikely you will be able to defend yourself against the first nuke attack - meaning it's unlikely that you will be able to destroy the silo or get a spy in before the nuke is launched.

Start producing GIs and tanks as quickly as possible because Soviet attacks come fast and furious. Most of the attacks arrive from the south, but expect incoming enemies from the east as well. Expect to face conscripts, tanks, and V3 launchers. You'll receive some reinforcements early in the mission, some grizzly and prism tanks, which will be welcome against the early Soviet assaults.



**Eliminate the iron curtain with a lightning storm.**

You must think defense first in the mission - you must first survive and find ways to easily repel the early Soviet attacks before you can mount an assault against the nuclear silo. Erect a battle lab and a spy satellite as soon as possible. You'll also want to start producing patriot missile defenses to prepare against a Soviet Kirov attack.





Place some prism towers near the southern base entrance to eliminate incoming attackers.

Search the northeastern corner of the map to reveal a tech airport defended by a lone sentry gun. Destroy the gun with tanks and escort an engineer inside the tech airport. You'll need to defend the airport from Soviet attack if you wish to hold the structure. Capturing the tech airport provides periodic paratrooper reinforcements, which will be welcome and will be an asset in repelling Soviet attacks. Remember that the Soviets will employ the iron curtain throughout the mission (the timer is at the bottom of the mission screen). The invulnerability it bestows its units is short, though, so you can survive the device.

Attempt to keep your structures separated from one another, especially the construction yard and the war factory. The oil derricks can help, because you can place structures away from your main base and near these tech buildings. Losing an oil derrick and one base structure is much easier to recover from than losing four or five base structures in a nuke blast. As soon as you can afford the devices, build a weather-control device and the chronosphere. Your goal is to eliminate the nuke silo between the first and second launches.

You must time your attack on the nuke silo well if you plan to attack with a weather-control device and a chronosphere. Alternatively, you can just take the time to sneak spies into the nuke silo to reset the timer, though it takes a lot of micromanagement and takes time away from other important tasks, such as producing more units and defending your base. A weather-control-device assault on the nuke silo inflicts a lot of damage, but it won't destroy the structure. You must immediately follow the assault with a chronosphere attack (featuring grizzly and prism tanks) to finish off the silo. Your attack will be a suicide run, but it will be well worth the effort. Alternatively, you can employ chrono legionnaires or some other method of attack, like sending 12 harrier jets on a suicide run. Many options are available, though your major concern should be defending your base.

Start using resources to produce harrier jets or chrono legionnaires to take out the Soviet nuclear reactors. With the nuke silo and reactors gone, the mission is basically over, though you need to go through the effort of pushing south against the Soviets and finally to the Kremlin. Pump out prism tanks and annihilate all the smaller bases as you move down the map. Defeat the blackguard apocalypse tanks and defensive structures, though leave the Kremlin intact, to complete the mission with success. Don't neglect antiair defense (about ten IFVs works well), as Soviet Kirovs are incredibly powerful and are capable of leveling your base within a few minutes if you aren't careful. Capturing Romanov completes the Allied campaign. Congratulations, soldier!







## Chapter 8: Soviet Walk-Through

This section features a walk-through for Command & Conquer: Red Alert 2's Soviet campaign, which consists of 12 missions. Each mission walk-through includes a mission briefing, an objective list, and a suggested solution to the mission. You'll also find tips on unit production and strategies for particular battles, covering both offensive and defensive situations.

### Mission 1: Operation: Red Dawn; Washington, D.C.

It is your good fortune to be in the vanguard of the Soviet assault on the United States. Lead your troops through Washington and destroy the most hated symbol of American military power: the Pentagon.

**Objective 1:** Destroy the Pentagon.

Soviet conscript paratroopers drop in as the mission begins. You're ordered to destroy the Pentagon, though you'll need to begin base construction to complete that task. Build a tesla reactor, and then build an ore refinery so you can start gathering resources. You aren't offered many unit options in the mission, but the income should give you a steady supply of trained Soviet conscripts. Build a barracks as soon as the ore refinery is up and running, and then start churning out conscripts.

Search the area around your start position. Garrison buildings with Soviet conscripts when Allied GIs arrive, and you'll rip through them within moments. Make sure you look carefully along the roads for pickup trucks. You'll find several throughout the mission. Destroy the pickup trucks to uncover power-up crates. Snag the crates by moving a unit over them.

Follow the road to the broken bridge. You're told an engineer is required to repair the bridge, so move an engineer into the small structure adjacent to the bridge to complete the repair. Destroy all Allied defensive structures nearby. Consider capturing the barracks, because you can use the Allied building to produce GIs. Remember that the conscripts, like the Allied GIs, can garrison empty civilian buildings. Seek out these buildings and garrison them when you spot Allied troops or structures nearby. You're well protected inside the buildings, and the Soviet conscripts can fire on Allied troops without danger.

You should keep producing conscripts and Allied GIs (from your captured barracks) and move them to the front line. Enter the next Allied base and receive paratrooper





reinforcements. Use engineers to capture the Allied structures. Spot the tech airport, and capture the building with an engineer to receive its reward - additional paratrooper conscript reinforcements.

Search the small area around the tech airport to uncover Soviet rhino tank reinforcements. Remember to keep seeking out pickup trucks so you can destroy them and grab the power-up crate inside. Repair another bridge with an engineer to begin your final push toward the Pentagon. Continue to produce a steady stream of GIs and conscripts until you make the final assault. Produce as many as your resources will allow, then group them together and approach the goal target.

Many Allied units and structures defend the Pentagon. Concentrate fire on all hostile targets first, particularly the pillbox defenses. Take them out, then move on to the Allied troops and vehicles. Additional Soviet reinforcements drop in during the battle. You should possess an overwhelming force against the Allied defense, and it won't be long before the Pentagon falls to your attack. You must attack the Pentagon in chunks and destroy each section before the mission can end in victory.

## Mission 2: Operation: Hostile Shore; Florida Coast

The Americans have foolishly gathered a fleet in a small harbor on the eastern coast of Florida. Assisted by General Vladimir in his dreadnought, you will force a landing on the hostile shore and set up a base. When ready, you will strike out against the capitalist pigs and crush them under your iron heel of Soviet justice.

**Objective 1:** Force a landing and set up a base.

**Objective 2:** Destroy all enemy forces.

General Vladimir leads the assault against the Allied base just off the Florida shoreline. Vladimir pilots a Soviet dreadnought, which can launch powerful missiles from long range. Send your Soviet conscripts and rhino tanks west and decimate the Allied pillbox defenses and the ore refineries. Escort your mobile construction vehicle into the former allied base and start building a new Soviet base.

Build a tesla reactor, an ore refinery, a barracks, and a war factory first. Once you're generating income and producing additional units, construct a shipyard. You may need to build additional tesla reactors to support the power output - place them toward the shoreline to connect with your navy yard. Place the navy yard just offshore and build submarines. At some point in the mission, Vladimir notifies you of Allied naval destroyers to the south. You're given four submarine reinforcements. Don't attack the destroyers until you've produced more subs, preferably around seven total.

The Allies send some GIs and tanks to attack from the west from time to time. Place your defenses and current army over here to deal with the threats quickly. You can also





garrison nearby structures with conscripts to further enhance defense. Explore the northwest corner of the map to uncover two tech oil derricks. Capture these buildings with your engineers to receive their monetary reward. And be on the lookout for pickup trucks, which can be destroyed to uncover valuable power-up crates.

With a war factory up and running, you can build a second ore miner if you wish or just construct a second ore refinery. A patch of valuable gems lies to the northeast of your base. There's a ton of resources in your area, and you won't need them all to support an army large enough to defeat the Allied presence. Produce conscripts at the barracks, rhino tanks at the war factory, and submarines at the navy yard.

Once you have built about seven submarines, send them south toward the Allied destroyers. Attack one destroyer at a time. Don't rush into the battle and engage multiple destroyers at once. The destroyer can detect the sub group and will attack the Soviet unit with a bomber. One bombing run takes the submarine to near death. As soon as one submarine is damaged, send it back to the Soviet shipyard for repair.



Use barrels to add explosions to your firepower.





Work through the remaining destroyers. Consider holding off on the attack until you can produce additional submarines or repair damaged submarines. The more submarines you have, the easier the battles are and the faster the destroyers sink. Destroy all the destroyers then shift your attention back to the land battle.

During your exploration of the area, you should uncover beach hotels. Destroy these hotels to uncover power-up crates, much like the crates you find when you blow apart the pickup trucks. Remember that you can garrison civilian buildings with your conscripts, which is particularly useful when Allied tanks and GIs approach.

Group your army together and start sweeping the map toward the south. You'll uncover the Allied base toward the southwest. A large squad of conscripts and tanks shouldn't have trouble overtaking the base, especially if you move slowly and attack all hostile targets before proceeding onward. Alternatively, you can defeat hostile units with your conscripts and tanks and capture buildings with your engineers. Either method should prove effective. If the Allies assault the captured structures, sell off the structures before they crumble to the ground.

Comb the southern area of the map, remembering to destroy hotels to uncover power-up crates. Destroy all Allied structures and units to complete the mission with success.

### Mission 3: Operation: Big Apple; New York City, New York

To complete our psychic beacon, we will need to capture some American technology. Lead your forces into New York and capture the battle lab located there. Then build a psychic beacon to take control of the city.

**Objective 1:** Capture the American battle lab.

**Objective 2:** Build and defend a psychic beacon.

You're ordered to assault the Allied base in the northwest and capture the battle lab with an engineer. You need American technology to complete the psychic beacon, which will use mind control to take control of the city. The battle lab is located just in front of the Sears Towers, which will prove quite useful in the final assault. You begin the mission in the lower southwest corner with the foundations of a Soviet base.

Build an ore refinery near the ore patch in the south. Next, construct a barracks and a war factory. Reinforce your troops with conscripts, tesla troops, rhino tanks, and flak tracks. Produce engineers and use them to assume control of the tech oil derricks just southwest of the base. All are heavily damaged. You can use additional engineers to repair the derricks or simply use conscripts to garrison nearby civilian buildings to ensure the derricks' safety.







Not long after the mission begins, you receive reinforcements in the form of psi-commandos. These units use mind control to convert Allied units to the Soviet side. Use the psi-commandos against incoming Allied attacks to convert several Allied GIs or tanks to make the battle even easier for your defending Soviets. The psi-commandos can also be deployed for a close-range attack. Make sure you don't have friendly units nearby, or they'll suffer damage or death.

The roads toward the northwest are lined with pillboxes and GI-garrisoned buildings. You can assault these structures with a large group of conscripts, tanks, and flak tracks, but expect to take damage and even casualties. You should produce some V3 launchers at the war factory and use the long-range weaponry to assault these Allied defensive structures from afar. Protect the fragile V3 launchers from counterattack by placing your conscripts and tanks around the units.

You're attacked from time to time from the northeast. Place sentry guns around the oil derricks to further protect this area and the entrance to your base. You may also wish to leave some conscripts behind to protect your base from GI attacks.

Northwest of your base you'll uncover an Allied garrisoned building and a barracks. Use V3 launchers to eliminate the building, then use conscripts, tesla troopers, and tanks to finish off the emerging GIs. Capture the Allied barracks with an engineer if you wish. Doing so lets you produce Allied GIs so you can reinforce your army quickly.

Search west for another garrisoned building protecting a war factory. Once again use V3 launchers to eliminate the building and the war factory, or capture the war factory with an engineer so you can produce Allied vehicles.

Thorough exploration of the map will uncover several tech outposts, one to the west and two more to the north. Gems surround the one to the northwest. This tech outpost can be captured with an engineer and used as a repair depot. The outpost automatically defends itself against enemy attack. Continue exploring the map and defeating all Allied troops you encounter. Push toward the battle lab in the northeastern corner of the map. The lab is well defended, so you should ideally have a large group of conscripts, tesla troopers, tanks, flak tracks, and V3 launchers for the assault. You can also use psi-commandos to mind-control Allied IFVs and then insert a tesla trooper into each IFV to create a unit tesla units.

Take out all hostile units, including GIs, tanks, and pillboxes, before worrying about the structures, namely the row of power stations. You can garrison the Sears Towers behind the battle lab with conscripts to further support the attack. Entering each Sears Tower provides a power-up crate to enhance unit abilities and restore health. Finish off the remaining Allied defenders before entering the battle lab.

Escort an engineer to the battle lab, but don't enter the structure. With the Allied presence gone, you're now free to reinforce your army with additional conscripts, tesla







troopers, tanks, and flak tracks. It's extremely important that you produce antiair units, either flak track vehicles or flak trooper soldiers, and send them to the battle lab. The Allied forces will use rocketeers in the assault against the psychic beacon, and if you're without antiair units, you're in big trouble, and the beacon will fall. Don't enter the battle lab until you have spent your resources on many more Soviet units.

### Mid-Mission Objective

Defend the psychic beacon from Allied attack. Send all your units to the northeastern corner, and enter the battle lab with an engineer. The lab converts to the psychic beacon, and you're ordered to defend the new Soviet structure against an Allied counterattack. A countdown appears at the bottom of the screen - you have five minutes until the beacon comes online and converts the local civilians and troops.

The Allies send units from all sides, and after a while it looks like you're in big trouble and way overwhelmed. Fortunately the beacon kicks in at the right time, and you're saved from the attack. Before the beacon comes on, though, you must use your large force to hold off the Allies. Watch incoming rocketeers carefully. The Allied air units offer the greatest danger to the beacon. Attack rocketeers immediately with your flak troopers and tracks while sending your ground forces against incoming GIs, grizzly tanks, and IFVs.

Hold off the Allied attack, paying special attention to rocketeers, until the countdown ends. Once the beacon is online, the screen turns red and all the troops in the area are converted to the Soviet cause. The mission ends in success once the battle lab has been captured and the beacon has been created and defended against an Allied counterattack.

## Mission 4: Operation: Home Front; Vladivostok

The foolish Koreans have decided to take sides with the failing Allies. Their cowardly attempt to invade our eastern territories will surely fail. Defend the motherland, and when you are ready, push the Koreans back into the ocean.

**Objective 1:** Establish a base; defend the homeland.

**Objective 2:** Destroy all enemy forces.

You're ordered to establish a base and defend against a Korean naval assault. Additionally, an Allied base can be found in the northeast corner of the map and must be dealt with. You're attacked from the sea and from ground troops and air units throughout the mission. Begin by deploying a mobile construction vehicle, and you are notified that the Korean fleet will arrive in approximately ten minutes. Allied air attacks arrive sooner than the Korean assault.





Build an ore factory, followed by a second tesla reactor, a barracks, a war factory, and radar. During the construction, build three to four flak cannons and place them east of your base. Allied air attacks come from the base in the northeast. Prepare for these attacks by protecting the eastern side of your base. Three to four flak cannons should be sufficient. You can also supplement these with flak troopers and flak tracks. Remember you may need more tesla reactors to support the cannons.

After the air assaults, monitor your structures' damage, particularly the tesla reactors. Repair all damaged structures. With sufficient flak defense, you shouldn't lose any structures, but it's likely they will be damaged during the assaults. As soon as you can afford the expense, produce a second ore miner to speed up resource gathering. Produce conscripts and tesla troopers at the barracks and rhino tanks at the war factory.



**Flak cannons will protect your base from Allied harrier jet assaults.**

You should also produce some submarines at the navy yard just south of your base. The Koreans drop off a small attack force with amphibious transports just southeast of your base. Place your submarines here and intercept the transports before they can deploy their troops. You should have sufficient defense to hold off the attack even if you





miss the transports. Build a repair bay when it's convenient to repair damaged rhino tanks and flak tracks.

It's extremely important to keep power levels active, so make sure you repair tesla reactors or produce more to keep structures powered and working. If you don't, flak cannons might become inactive, and Allied harrier jets could punish your base for the mistake. If you keep some flak troopers and flak tracks around, though, you will still be defended even if the flak cannons aren't firing. Once you have the resources, consider a few sentry guns along the eastern edge of your base to protect against rogue GI and grizzly tank attacks.

Build a strong Soviet navy consisting of submarines and sea scorpions. Sweep the sea for Allied destroyers. Four to five scorpions and four to five submarines should be sufficient to take control of the seas. Keep moving to the east and locate the Allied shipyard in the far east middle of the map. Destroy it and keep your navy there in case the Allied forces replace the shipyard.

Move your large squad of conscripts, tesla troopers, and rhino tanks to the east, and destroy the Allied base. Alternatively, you could use engineers, transported in flak tracks, to capture Allied structures. You should be able to take over or destroy the Allied base fairly easily. Simply move slowly and attack all hostile defensive structures and infantry and vehicle units before attacking the non-hostile structures. You can also consider using the new Soviet terror drones against grizzly tanks.

The mission ends in success once all Allied units are destroyed, including the Korean destroyers patrolling the sea.

## Mission 5: Operation: City of Lights; Paris, France

The European nations are planning to join with the crippled Americans. We must not let this act of aggression go unpunished. We will lay waste to their beautiful Paris. We will show the Allies the true meaning of power by turning their monuments into weapons of mass destruction.

**Objective 1:** Energize the Paris Tower with three tesla troopers.

**Objective 2:** Defend the Paris Tower from Allied attack.

**Objective 3:** Defeat all remaining Allied troops.

You begin the mission with a handful of units, some conscripts, tesla troopers, and a new unit, the crazy Ivan. The tesla troopers surround and power a tesla coil, which can evaporate an enemy GI almost immediately. The crazy Ivans can be placed inside pickup trucks and driven into pillboxes and other Allied structures to destroy them. You're also provided with a barracks to reinforce your troops, but you have limited







resources. You don't have an ore refinery, so you must locate an alternate source of income.

An Allied encampment lies just to the west. Instead of charging the group of deployed GIs with your conscripts, you should garrison buildings in range to destroy the GIs with ease. Your conscripts can't take direct damage, but they can dish out plenty of damage. The conscripts will stay inside the building until it's nearly destroyed. You should use this technique throughout the mission. Find a building to garrison, get inside, and lure nearby units to the structure. Garrisoning is ideal for taking out patrolling GIs and nearby pillboxes.

Another technique you should employ throughout the mission is shooting barrels placed near Allied units. The petroleum barrels will explode and kill nearby Allied GIs and significantly damage nearby tanks or pillboxes. Fire on all petroleum barrels you discover - it's much easier to blow apart the barrels than to take on the Allied forces head-to-head.

You'll uncover a tech oil derrick to the west just beyond this Allied encampment. Capture the oil derrick with an engineer to receive a slow but steady stream of income to support the production of additional conscripts, tesla troopers, or crazy Ivans. If you continue west and search the streets here, you will uncover a Soviet reinforcement—a flak track typically used as an anti-air unit, though can effectively assault ground units. It can also transport up to five infantry units.

Sweep the map from the left to the right and destroy all Allied units. Keep producing infantry units as money will allow. Don't assault units without garrisoning nearby buildings first. Use the buildings to keep conscripts healthy and to make battles extremely easy. If Allied tanks pose a problem, group tesla troopers in a single attack group and use them against the tanks.

Explore the northwestern corner of the map to uncover an amphibious transport with Soviet reinforcements - a group of tesla troopers. Another flak track can be uncovered in the northeast corner. Start your push toward the Paris Tower and its surrounding defenses. Garrison the civilian buildings nearby and fire on petroleum barrels at every opportunity. Minimize damage to your infantry, though continue to produce more infantry at the Soviet barracks as resources allow.

Complete the mission by selecting tesla troopers and clicking on the Paris Tower. Destroy remaining Allied forces to finish the mission with success.

## Mission 6: Operation: Sub-Divide; Pearl Harbor, Hawaii

The Americans are on their knees, beginning for mercy. The last remnants of their fleet at Pearl Harbor wait helplessly for your relentless attack. However, we have news that





the Koreans are not yet beaten and may attempt to join up with the American navy. They must not succeed.

**Objective 1:** Establish a base in the Hawaiian Islands.

**Objective 2:** Destroy the Allied navy.

You're ordered to establish a base and knock out the Allied navy. You don't need to destroy the entire Allied base located on this map, only the ships and shipyard. Start by deploying your base, leaving ample room to the northeast of your base for ore collection. A countdown begins at the bottom of the map - you have approximately 15 minutes before the large Korean naval fleet arrives. By that time you will need a solid navy to deal with their destroyers and carriers.



**Produce a mixed fleet of scorpions, submarines, and dreadnoughts to bombard Allied shore defenses.**

Build a tesla reactor, an ore refinery, a barracks, a war factory, radar, and a shipyard. You'll need additional tesla reactors to support the base. Produce some ground forces and sentry gun defenses, because you'll be attacked from the land as well. However, concentrate on the navy, producing sea scorpions and submarines in earnest to deal







with the approaching Korean fleet. Place some flak troopers around the navy yard. If the Korean carriers happen to make it through the map's entrance, they'll head for your

cannons can defend the navy yard and prevent the need for reconstruction.

reinforcements from the north. The Korean fleet will arrive shortly. Prepare for their entrance at the northeast corner of the map. You can move your navy there to intercept the fleet or wait until the fleet moves farther down the map. You're told if the Korean fleet reaches Pearl Harbor, it will be tough to destroy the dock there. Keep sea scorpions with your submarines to defend against the destroyers' attack planes.

You should be able to handle most of the Korean fleet. Continue to produce additional ships to reinforce your group and knock out any ships that make it through and attack your navy yard. If they do get through and attack your shore, consider moving your conscripts and tanks to attack any Allied ships that venture too close to land. It's possible to score some hits and destroy these careless ships.

After the Korean fleet arrives, whether it's destroyed or some ships make it through, it's time to build up your forces for an assault on the dock. Before you move against the Allies, search the southwest corner of the map. There's a small strip of land there. Move a transport and an engineer there and capture the tech airport to receive periodic paratrooper reinforcements for the rest of the mission. You will need to defend the airport from reacquisition; place conscripts around the airport or garrison nearby structures. Be sure to grab the crate nearby for a power-up reward.

The dock is located approximately in the map's center and is well protected inside an inlet. You have a few options for assaulting the dock. You can build a very large navy with sea scorpions, submarines, and your three dreadnoughts and assault the shoreline defenses you encounter. Spot the prism towers and pillboxes with the sea scorpion and assault with the long-range dreadnoughts. Follow the southern shore of the Allied base until you locate the canal to the north. The Allied dock lies at the end of this canal. You'll encounter more naval ships inside, so be prepared with plenty of ships yourself.

Another option is to mount a ground assault against the Allied dock, using amphibious transports to move conscripts, tesla troopers, V3 launchers, and tanks over to the island. Or you can combine a naval and ground assault, though it will take some time and lots of resources to afford both attacks. Once the naval ships and dock fall to Soviet forces, even if there are additional Allied structures and units remaining, the mission concludes in success.





## Mission 7: Operation: Chrono Defense; Ural Mountains, Russia

The Americans have engaged their chronosphere - a device that lets them move soldiers across great distances almost instantly. They can now strike anywhere they wish. You must defend our battle lab in the Ural Mountains. The Americans will surely strike there soon in a desperate but doomed attempt to shut down our development of the ultimate battle tank.

**Objective 1:** Defend your battle lab at all costs.

This is solely a defensive mission. You're given a small base and told Allied forces will arrive via chronosphere throughout the mission. You must defend the battle lab against this aggressive attack. A countdown is provided at the bottom of the screen to let you know when the next batch of Allied forces will arrive.

Start construction on an ore refinery, a war factory, and radar. You should build a second ore miner to gather resources more quickly to support the high cost of defensive units and repairing structures. Place additional sentry guns or tesla coils (though you'll need many reactors to support them) around the three entry points to your base. Also place flak cannons around the battle lab, and supplement the expensive defensive structure with less expensive flak troopers. Harrier jets will swoop in and attack the battle lab. You must shoot some of them down before they deploy their weaponry if you want the battle lab to survive the attack.

You should also place a few more attack dogs at each entrance to your base. The attack dogs do an excellent job of mauling incoming infantry, and they are your only defense against the spies the Allies deploy throughout the mission. A spy attempts to infiltrate the tesla reactors to shut down your power for one minute, which deactivates sentry guns, flak cannons, and tesla coils. Monitor base entrances carefully, and anytime you see a Soviet unit approaching your entrance, it's a spy. Your attack dogs will automatically charge, though don't hesitate to select the attack dogs and manually attack the infiltrator.

Continue to produce conscripts, tesla troopers, and rhino tanks to defend your base. You may consider the expensive apocalypse tank, but realize the new weapon takes awhile to build and costs nearly as much as two rhino tanks. Place these defending units in three groups to defend each of the three entrances. The toughest attacks come from the western entrance. Allied prism tanks enter here and make a beeline for your construction yard. Clog up this entrance with a clump of conscripts and tanks or take the time to construct walls to block off the paths.

Snipers also attack with the infantry groups. You'll know one has approached when you suddenly hear your units dying for no apparent reason. Have a group of attack dogs or





tanks assigned to a specific attack group to intercept any sniper camping outside your base.

At some point during the mission, explore the northwest corner of the map where a propaganda truck is currently attempting to rally the civilians into an attack. Move some conscripts over to destroy the truck, then grab the crate. Destroying the truck nets you a full satellite map of the mission - the entire map is revealed and you can see the size and strength of incoming Allied assaults.

The full map also reveals a few important areas of the map you could have uncovered only with thorough exploration. East of your base you can see three tech oil derricks and a tech outpost all together. Build a squad of four engineers to capture the derricks and the outpost. Leave a squad of conscripts nearby to defend the structures.

Look in the southeastern corner of the map for a small Allied encampment. Send a group of conscripts to the base and garrison the tents to produce two power-up crates. You may even attract the attention of some of the incoming Allied troops, and you can defeat them easily inside the garrisoned tents. Keep the conscripts here, though, as three pickup trucks arrive from the north and enter that base. Destroy them for power-up crates—inside you'll find a resource bonus.

You should be on the lookout for Allied engineer drops. Place some sentry guns or attack dogs near your important structures, including your war factory, construction yard, and barracks, to prevent their capture. Make sure you're repairing damaged structures constantly, particularly the battle lab and tesla reactors, so you don't lose power at a critical moment.

You're told when the final attack arrives, and it's extremely powerful. Make sure you have flak troopers, tracks, or cannons guarding the battle lab from harrier assault. Clog up the entrances with conscripts, tanks, or walls to prevent anything from getting inside your base. Litter your base with sentry guns or tesla coils to take out any units that get through your entrance.

The mission concludes in success once the battle lab has survived all Allied assaults and all Allied units are eliminated.

## Mission 8: Operation: Desecration; Washington, D.C.

Even in the hour of our greatest victory, General Vladimir has turned against us. Tempted by the soft American lifestyle, he has turned traitor and convinced many loyal Communists to turn against us. You must go to Washington D.C. and dig Vladimir out of his wretched hole.

**Objective 1:** Capture the White House.







You're ordered to capture the White House where Vladimir is hiding out. You'll face both Soviet and Allied troops during the mission - the Allies are under the control of Vladimir's psychic beacon. You begin with a handful of troops, including the new desolator. You can use this unit to radiate areas of the map, creating lethal areas for enemy infantry (though you will need to avoid the areas as well). As soon as the mission begins, take your four desolators and move them north, south, east, and west to spot incoming paratroopers. You can radiate the ground beneath the paratroopers to instantly eliminate the threat.



**Use a large force of conscripts and tanks to overtake Vladimir, who's hiding in the White House.**

Start construction of the base and build a tesla reactor, an ore refinery, a barracks, a war factory, radar, and a battle lab. After you deal with the paratroopers, explore north from your base to uncover the Lincoln Memorial. Destroy the historical landmark to uncover a power-up crate.

Attacks come from the east and from the southeast over the bridge. Place your stationary defenses here and clog the area with conscripts, tesla troopers, desolators,





and rhino tanks. Build a second ore miner to gather resources quickly and churn out sentry guns, tesla coils, and additional infantry and vehicle units. Don't venture over the bridge until you're well prepared to deal with a large force of tanks, infantry, and tesla coils. Use V3 launchers to blow apart these targets from long range; defend the fragile structures with your conscripts and tanks.

Push across the bridge. Expect heavy tank retaliation. Destroy the tesla coils beforehand with V3 launchers to minimize casualties. Eliminate this base before you push onward. The Washington Monument lies close to the east, and deployed GIs surround the structure. Use V3 launchers to destroy the deployed GIs. If any rush and attack, take them out with your conscripts or tesla troopers. Blow apart the Washington Monument for a power-up crate.

Don't head northeast, because that's where the White House lies. Instead, push toward the southeast and eliminate the defenses around the two Smithsonian buildings. You'll also uncover a psychic beacon here; once the Allied forces are destroyed, they are severed from Vladimir's control. Search the southern edge of the map to locate a broken bridge. Repair the bridge with an engineer. Send some conscripts and tanks across to deal with the defenses, then blow apart the six pickup trucks for power-up crates. You can also destroy the Jefferson Memorial here for another power-up.

Start the push toward the northeastern corner and the White House by returning to the middle of the map near the destroyed Washington Monument. The area is littered with ore deposits. Destroy the enemy ore refinery and consider moving in one of your own, either with a new MCV or by capturing an enemy refinery with an engineer.

Push toward the northeastern corner and use V3 launchers to devastate defenses. You can also garrison nearby buildings to punish patrolling infantry or stationary defenses. Once you clear the defenses, send an engineer into the White House to capture the structure and complete the mission with success.

## Mission 9: Operation: The Fox and the Hound; San Antonio, Texas

Our victory is near at hand. The president has successfully eluded us, but we have tracked him to a dirty little fort called "The Alamo" in San Antonio, Texas. You must use our psi-corp troopers to mind-control the president and force him to surrender the United States.

**Objective 1:** Use mind control to capture the president.

An attempt to drop conscript paratroopers just outside the Allied stronghold fails miserably as prism towers and Navy SEALs rip apart the weak infantry. You're provided with two psi-corp troopers, who instantly mind-control an Allied IFV, and are ordered to find some way to mind-control the president of the United States. Though the task







sounds difficult, you can use the psi-corp troopers to mind-control Allied troops and use them to your advantage.

There's an Allied camp just northeast of your start position. Approach the base and use the psi-corp to mind-control one of the GIs deployed out front. You can bring the IFV into the attack as well to finish off the GI quickly. Place the controlled GI into the IFV and mind-control one of the engineers to capture the battle lab so you can produce spies, which will be used later in the mission to disable Allied power. Mind-control the second engineer and capture the Allied barracks, which gives you the ability to produce GIs and other barracks units. You are limited on resources, but you can uncover more through exploration. Produce a squad of GIs and a few engineers and head north to the top of the map.

Proceed east, hugging the north edge of the map, and locate a second Allied camp just south of the northeastern corner. This camp contains a sniper, a grizzly tank, and some deployed GIs and pillboxes protecting the front entrance. Use a psi-corp and mind-control the sniper; use the sniper to pick off the deployed GI guards. Control the tank and destroy the pillboxes or use the IFV and your GIs to eliminate the pillboxes. Remember that if the psi-corp is currently in control of someone, you must maintain that control or risk losing the unit. The sniper is the most important unit to remain in control of, so make sure the psi-corp trooper retains mind control over the sniper.

Send an engineer to capture the tech airport, which provides periodic conscript paratroopers. Escort your sniper, GIs, psi-corps, and any other troops you've acquired to the southeastern corner and spot the trucks. Destroy the pickup trucks with a GI and grab all the power-up crates, which provide a ton of resources that you should use to produce three spies and more GIs. With the spies selected, click on an enemy SEAL to achieve a disguise.

Maneuver the sniper close to the Allied base in the center, but not close enough to gain the attention of SEALs or prism towers. Use the sniper to eliminate the patrolling attack dogs and the stationary Navy SEALs. You should be able to eliminate everything at this back entrance. There's an IFV moving around. You can mind-control it with your spare psi-corp or just use a squad of GIs and conscripts to take it out.

Move the sniper to the other side of the map. Stay away from the base and the towers as you move to the other side. Once there, take out the SEALs on guard out front and any remaining attack dogs. There's another IFV roaming around. Garrison a building or use GIs to eliminate the threat.

With the outer defenses eliminated (especially the attack dogs), move in a disguised spy and trigger the power drain. Now you can use the sniper in close to take out all the Navy SEALs, then control the president with a psi-corp. Alternatively, you can infiltrate the battle lab with a spy and gain the ability to produce chrono Ivans. Use the chrono Ivan, once power is down, to blow apart all prism towers. Then move inside and





eliminate the SEALs and control the president. Remember that you may need multiple spies to keep power off for an extended amount of time. Once you've selected a psi-corp and clicked on the president within range, the mission ends in success.

## Mission 10: Operation: Weathered Alliance; US Virgin Islands

In their final desperate hours, the Allies have managed to produce one last bit of supertechnology. They have a weather-control device, which they can use to create terrible storms that can sink fleets and level cities. We believe they have hidden their doomsday weapon in the isolated US Virgin Islands.

**Objective 1:** Capture the American battle lab to locate the weather-control device.

**Objective 2:** Destroy the weather-control device.

You're ordered to first capture the Allies' battle lab to learn the location of their new weapon, a weather-control device. Your second objective is to destroy the weather-control device, which is best done with a nuclear missile. You begin with a handful of units and a few structures, and you need to work quickly to build a satisfactory defense to repel an early Allied ground and naval attack.

Deploy your MCV and construct an ore refinery so you can begin resource gathering. Build and place a barracks, then queue up a sentry gun and place it along the northern shore. Start cranking out conscripts and place those on the northern shore also. Move your other starting conscripts and tanks to the southern shore just below your tesla reactor and radar there. Within moments, an Allied transport attempts to land on your northern shore, and another one tries to land on the southern shore. You should easily be able to hold off the attack with a sentry gun and some conscripts.

Now concentrate on a naval fleet by building a shipyard, a war factory, and a battle lab. Start producing subs and sea scorpions as soon as the shipyard is operational. Build a second ore miner with your war factory to quicken resource gathering. The Allies attack occasionally with rocketeers, so you need some air defense. Produce about ten flak troopers and place them around the northern and western edges of your base.

The first naval battle is extremely tough. Keep producing sea scorpions and subs, and don't explore. When the attack comes, move your flak troopers near your dock and ships; keep your ships as close to the flak troopers as possible. The flak troopers will assist in destroying the Allied carriers' harrier jets. Pummel the ships with your subs and sea scorpions. Consider a squid or two to latch onto enemy ships, and use subs to clear the water of dolphins.





### Use dreadnoughts to bombard Allied structures.

You may lose the naval battle. If you do, simply build more ships and destroy all nearby Allied ships. Build up your navy again before exploring. The land battle shouldn't offer much more trouble except for some Navy SEALs that attempt to breach your shores. Keep sentry guns active with a few tanks to intercept any SEALs. Once you have the funds, build approximately three to four dreadnoughts for long-range bombardment.

Guard the dreadnoughts with your subs and sea scorpions and inch toward the Allied island to the east - you'll spot the battle lab on radar. Pummel all targets within range, starting with the Allied dock. Explore the island shores with a sea scorpion to uncover additional targets, which could include remaining Allied naval vessels and a second dock. Start taking out the pillboxes, deployed GLs, and prism towers defending the beach. Patriot missiles will shoot down your dreadnought missiles; target them when they appear on the map to eliminate the Allied defense in a few shots.

Keep pounding away at the Allied defense and produce a couple of amphibious transports to usher over infantry and tanks. When you deploy these on the Allied beach, support their efforts with the dreadnoughts. Each time your ground forces reveal a new





Allied building, target it with your dreadnoughts. Clear out all Allied defenses until the battle lab is the only remaining structure.

Instead of capturing the battle lab, start production on a nuclear silo. You'll need several more tesla reactors to support the new structure. Place the nuclear silo when it's ready, and wait for the countdown to reach zero (a minute or so). Don't capture the battle lab until the nuke is nearly ready. As soon as you capture the battle lab, the location of the weather-control device is revealed. But the weather-control device is preparing to fire and will do so approximately four minutes after detection. If you have a nuke ready or one that will be ready in under four minutes, you can blow apart the weather-control device without ever taking damage. This is definitely the optimal way to complete the mission.

Capture the battle lab, then launch the nuke at the weather-control device. The Allies can't do anything about the incoming nuke, and its blast will destroy the weather-control device, ending the mission in success.

## Mission 11: Operation: Red Revolution; Moscow

Yuri has turned against us. There is only one answer for such treason.

**Objective 1:** Destroy Yuri's headquarters, the Kremlin.

You're ordered to destroy the Kremlin, where the traitor Yuri is currently cowering. The task won't be easy, however, because Yuri throws everything at you from three separate bases. Surviving the onslaught requires a well-placed defense and a mistake-free offense. To make matters worse, Yuri possesses an iron curtain device and doesn't hesitate to use it, especially with terror drones. Invulnerable terror drones can rip through your infantry and tank groups in a matter of seconds.

You begin the mission with a couple of Kirov airships, some conscripts, tanks, and attack dogs. A large resource patch lies ahead of your start position. Deploy your MCV and build a tesla reactor, an ore refinery, and a barracks. Start producing conscripts immediately. Group your conscripts and tanks into a single attack group. Group your attack dogs in a separate group and use them against enemy infantry groups and incoming Yuris, or psi-corp troopers. These units can mind-control your units, causing you to effectively lose them to the enemy. Take out Yuris with the attack dogs, which they can't mind-control.

Garrison the buildings north and east of your base. These will help for a while, but the enemy will eventually destroy them. Regroup your conscripts when they emerge from the buildings and concentrate fire on the toughest enemy. Beware especially of incoming terror drones. Target them when they approach to prevent them from hopping from infantry unit to infantry unit, killing them all.







Attacks come from the north and the east. To slow the attacks somewhat, use your Kirovs to destroy the flak cannons, the tesla reactor, and the tesla coil north of your base. The Kirovs can withstand a lot of punishment from the flak cannons. Don't let them fall to the enemy. Pull them back and let them repair before you mount another attack. You're facing constant attacks, so keep producing conscripts. Place a war factory and a few sentry guns as a last line of defense. You'll also want radar and a battle lab as soon as possible, but only when you have the resources to support them. Build tesla reactors as needed; once you have the battle lab up, build a nuclear reactor in the back of your base and sell off the tesla reactors.

You'll want a second ore miner as soon as possible. Keep churning out conscripts and rhino tanks. Search west of your base to locate a tech outpost. Garrison the tech outpost. Search further west for some oil derricks. There's also another one north-northwest of your base. Capture these oil derricks to gain their money bonus. The enemy will attack them, though; either use units to defend them or let them fall to the enemy.

The key to completing the mission is defending that eastern passage (just north of the tech outpost) with tesla coils. Place a tesla reactor next to the tech outpost, then when you can afford them, produce three tesla coils. Place tesla troopers behind each coil to increase power. You can now ignore that passage (though a few units will get through). The tesla coils will fry anything that attempts to get by. You can also do the same to the north, though you'll need some tesla reactors or structures to extend the power output. But with only one passage to defend, you should have an easier time.

Start cranking out Kirov airships. Remember to maintain a large group of conscripts and tanks. Keep attack dogs ready to eliminate incoming Yuris. Most of the threats will now arrive from the northern path. Adjust your defense accordingly and keep unit production high. Don't venture too far around that northern corner, though - there are active tesla coils there that will electrify your units.

Once you have some more Kirovs, take them up the eastern edge of the map and annihilate the base there. There's a nuclear reactor in the back; once destroyed, it cuts off power to the coils and flak cannons. You may have to make several runs, because the base is overflowing with anti-air defenses. Take your time and don't haphazardly lose Kirovs. Be patient. You're only trying to cut down the attacks, not destroy Yuri yet. Eventually you can destroy nearly the entire base, primarily the barracks, the war factory, and the construction yard.

The second enemy keeps its war factories just under the iron curtain (revealed in the map's center). With five to six Kirovs, you can make a suicide run against those war factories and even the iron curtain. Destroying those two war factories pretty much ends the assault and lets you gather resources and produce more units without interruption.





You may have wondered why it's taken so long to build a nuclear silo. Once the nuke silo is erected, Yuri sends a nonstop Kirov assault at the silo. Two Kirovs enter from the western and eastern sides of the map (indicated on the radar). Kirovs are quite durable, and they will easily destroy the nuke silo if it's left alone. The key is planning ahead and building about three to four flak cannons on the northeastern and northwestern sides of your base. You may also want to supplement the stationary anti-air defenses with flak troopers and flak tracks - approximately 10 to 15 for both sides of your base.

Place the nuke silo only once you have these defenses in place. Hold off the Kirov assaults with your flak troopers, tracks, and stationary cannons. Fire on the Kremlin once the nuke is ready. You'll knock it down to half damage. Wait for the nuke to recharge and launch a second nuke attack which will level the Kremlin and complete the mission with success.

## Mission 12: Operation: Polar Storm; Point Hope, Alaska

We have found the last feeble Allied stronghold. The Allies' chronosphere, now fully operational, can move soldiers anywhere in the world. It can strike at us in New York, in Prague, and even in Moscow. Yuri's files show the device is located near Point Hope, Alaska. You must take what few forces we have in the area and lead an attack, before the Allies make use of their cowardly technology. This is the final hour, commander. Glory awaits.

**Objective 1:** Destroy the chronosphere.

You begin in the southeastern corner of the map with a handful of structures. It won't be long before the Allies are chronosphering in groups of troops. Start construction of an ore refinery and then a war factory. Also place two to three sentry guns southwest of your base just before the shore. Start mass-producing conscripts; once they're finished, produce about 10 to 20 flak troopers. As soon as the war factory is complete, build a second ore miner and then rhino tanks.

Allied IFVs are the first group to teleport in, and they appear inside the resource patch. Eliminate them with your conscript group. Rocketeers arrive soon after the IFVs and can be taken out with your flak troopers. You may also want to place a few flak cannons north and northwest of your base. Grizzly tanks arrive next, a little south of your base. The biggest threat comes after the tanks along the southwestern shore. A transport with Navy SEALs arrives. Send your rhinos down there, and along with the sentry guns you placed, they should easily hold off the SEALs. Don't send conscripts or they will be killed!

Move your flak troopers along the northern edge of your island. A carrier arrives next and it uses its aircraft to attack your refinery and other structures. With a large squad of flak troopers along the shore, the planes won't be able to get through. Reinforce this flak





group with more flak troopers (or tracks) and even place additional flak cannons if necessary. Fend off any additional Allied teleports to end the brunt of the attacks.



**This fleet of Kirov airships will be no match for the Allied chronosphere.**

Leave the carrier out at sea. With the flak troopers in place, you're in no danger. Build a shipyard (if you haven't already) and a battle lab. Build a Kirov at the war factory and about four subs, four sea scorpions, and a few dreadnoughts at the navy yard. Destroy the aircraft carrier when you like, which triggers an Allied naval charge. Your current navy should easily hold them off. Send damaged ships back for repair.

Meanwhile, send the lone Kirov along the eastern edge of the map to the northeastern corner. Locate an island just west of this corner to uncover three Kirov airship reinforcements. Send all four back to your base.

Finish off the Allied navy and shipyards with your dreadnoughts. Annihilate beach defenses with your dreadnoughts. Concentrate on patriot missile defenses to clear the path for your Kirovs. Mass-produce Kirovs and place a nuke silo as soon as resources permit. Be patient and hold off on attacking until you have about eight to ten Kirovs. You may even wish to use an iron curtain to increase the potency of your attack.





Move the Kirovs in and destroy patriot missile defenses. Move northwest from the beachfront to uncover the chronosphere, which is being well defended by patriot missile defenses and IFVs in rocket-launcher default mode. With the chronosphere uncovered, launch a nuke to end the Soviet campaign. Alternatively, you could use Kirovs to destroy the chronosphere. Once you defend the initial Allied attacks, you're free to gather resources and mass-produce Kirovs and Soviet special weaponry. The mission ends in success once the chronosphere falls. Congratulations, comrade!

